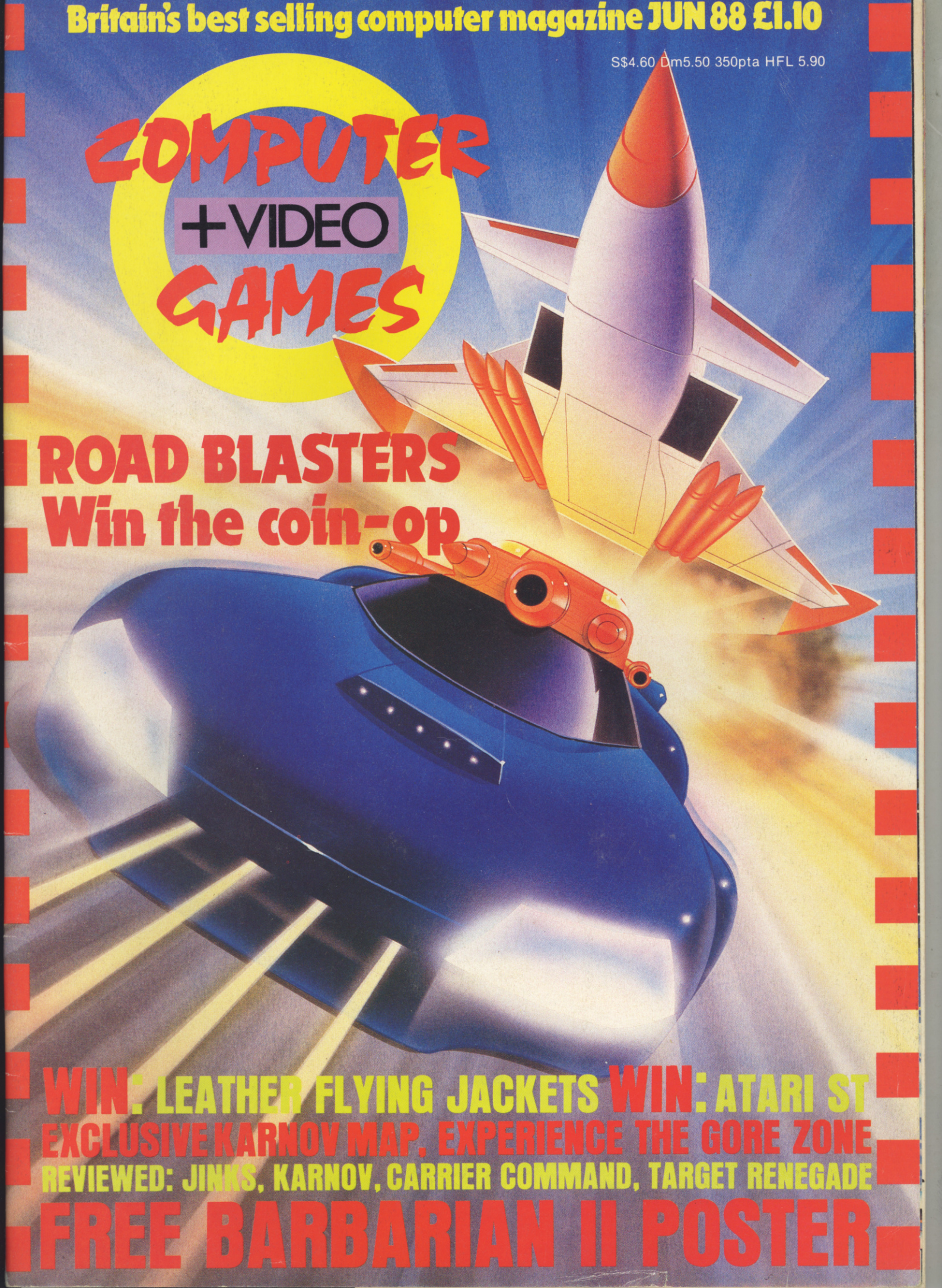
Britain's best selling computer magazine JUN 88 £1.10

S$4.60 Dm5.50 350pta HFL 5.90

COMPUTER +VIDEO GAMES



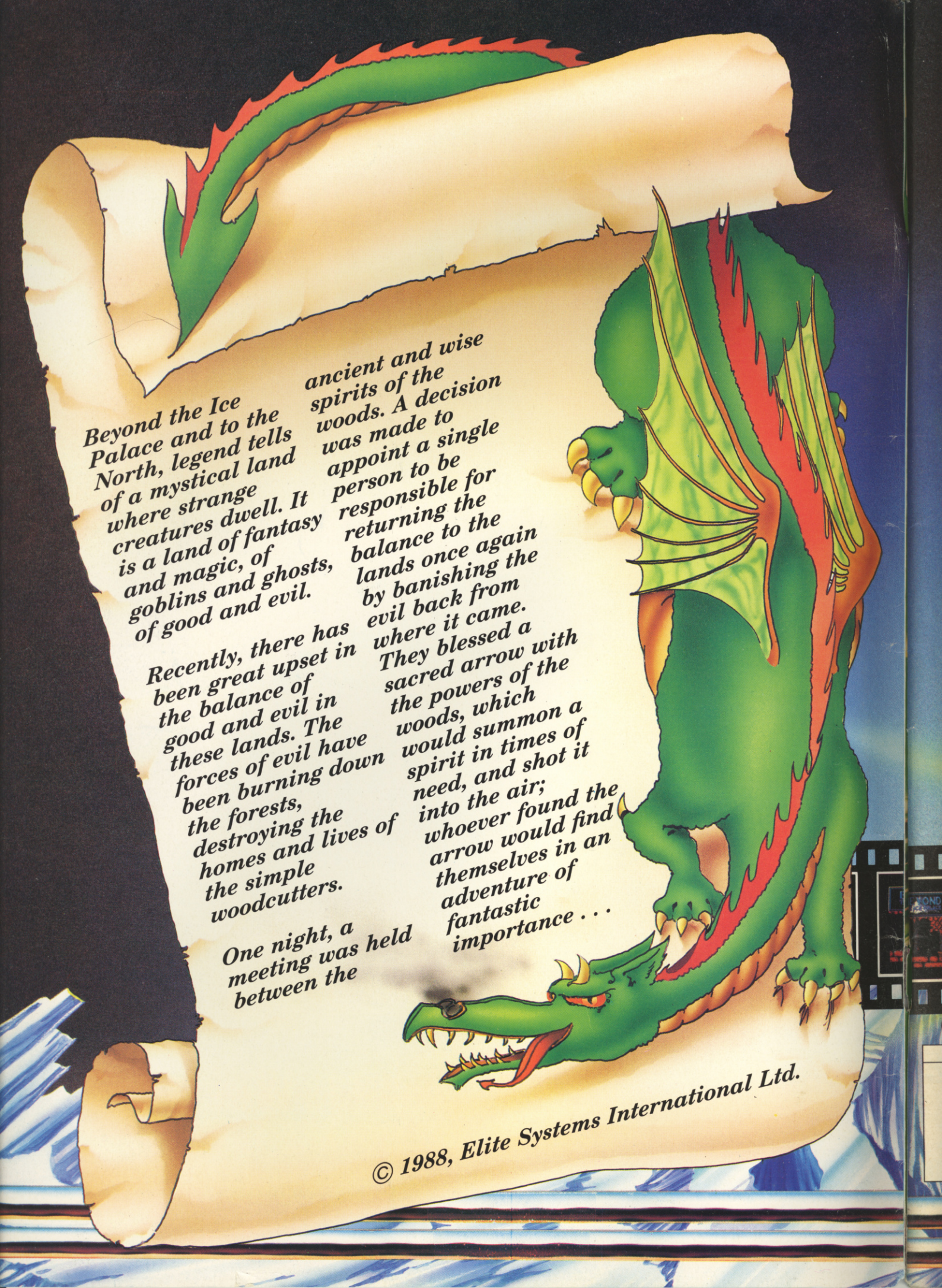
ROAD BLASTERS
Win the coin-op

WIN: LEATHER FLYING JACKETS WIN: ATARI ST

EXCLUSIVE KARNOV MAP. EXPERIENCE THE GORE ZONE

REVIEWED: JINKS, KARNOV, CARRIER COMMAND, TARGET RENEGADE

FREE BARBARIAN II POSTER



Beyond the Ice Palace and to the North, legend tells of a mystical land where strange creatures dwell. It is a land of fantasy and magic, of goblins and ghosts, of good and evil.

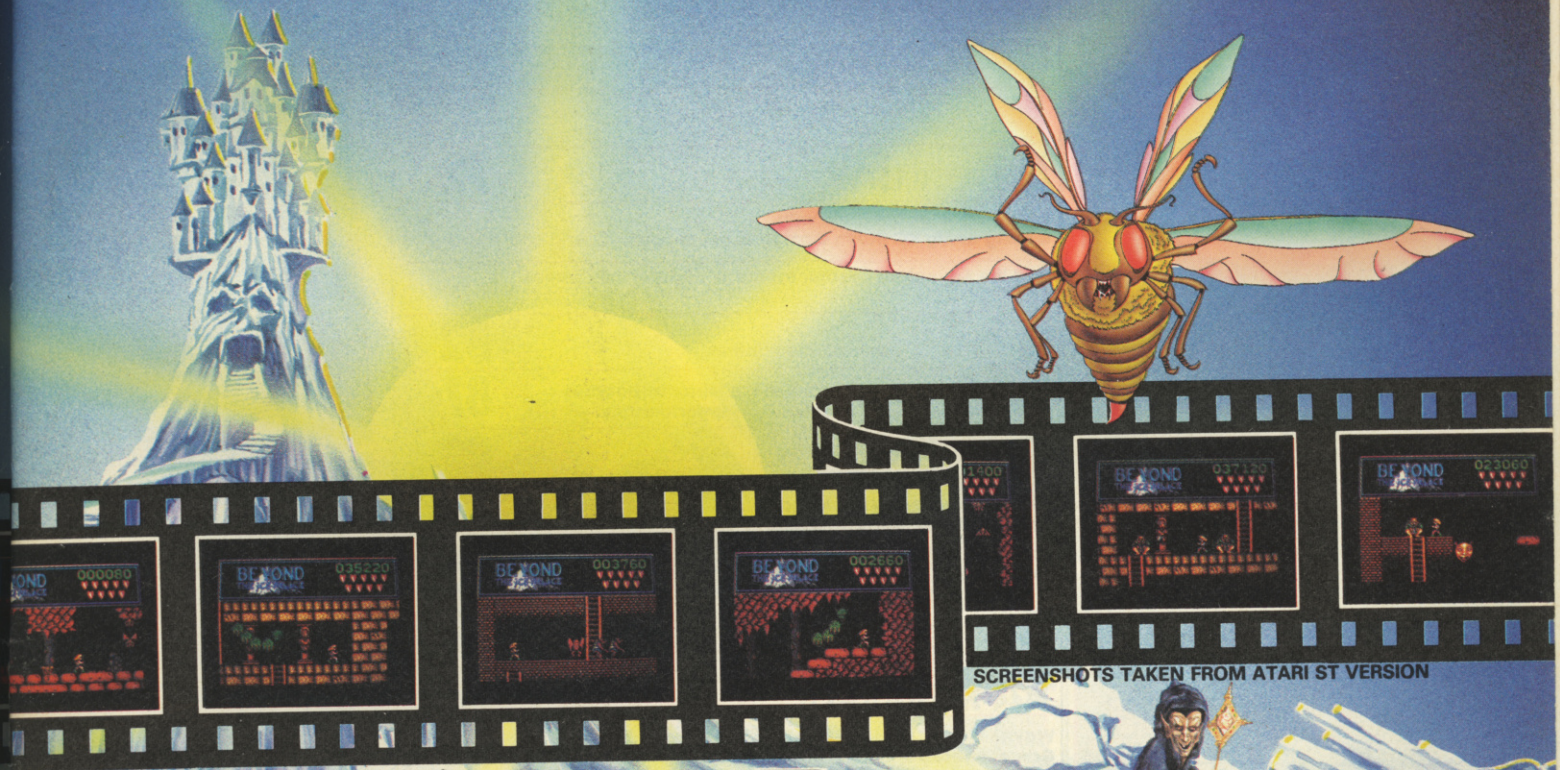
Recently, there has been great upset in the balance of good and evil in these lands. The forces of evil have been burning down the forests, destroying the homes and lives of the simple woodcutters.

One night, a meeting was held between the ancient and wise spirits of the woods. A decision was made to appoint a single person to be responsible for returning the balance to the lands once again by banishing the evil back from where it came. They blessed a sacred arrow with the powers of the woods, which would summon a spirit in times of need, and shot it into the air; whoever found the arrow would find themselves in an adventure of fantastic importance . . .

© 1988, Elite Systems International Ltd.

BEYOND

THE ICE PALACE



SCREENSHOTS TAKEN FROM ATARI ST VERSION

Consumer Hot Line: (0543) 414885

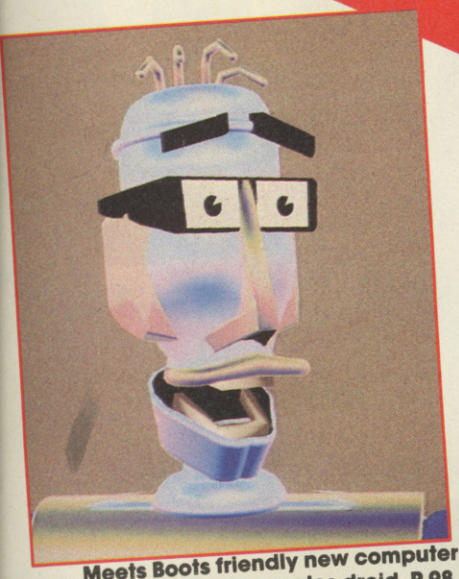
SYSTEM	FORMAT	PRICE
Spectrum	Cassette	£7.99
Spectrum	Disc	£12.99
Amstrad/Schneider	Cassette	£9.99
Amstrad/Schneider	Disc	£14.99
Commodore 64	Cassette	£9.99
Commodore 64	Disc	£11.99
Atari ST		£19.99

VISA

elite

Elite Systems Limited, Eastern Avenue, Lichfield, Staffs WS13 6RX England Telex 336130 ELITE G

Contents



Meets Boots friendly new computer games sales droid. P 98.

Jane strips for action in Big Screen. P 87.

Buggy boy – driving fun California style. P21.

News Eagle Eddie Edwards bags a game, Ninja rollercoasters, and Mickey Mouse is in town. **8**

Street Seen R-Type on the PC Engine, Ninja II, and Echelon glimpsed. **14**

Reviews **18**

Carrier Command stakes a claim for 16 bit game of the year (p.22), Target Renegade cuts up rough (p.45), Karnov flexes his Siberian muscles (p.57), Buggy Boy hangs cool on the ST (p.35), Firepower has plenty of it (p.43) – as does Obliterator (p.61), Steve Badsey goes to war at Pegasus Bridge (p.64), International Soccer kicks up a storm on the ST (p.70), Out Run at last gets a version to drive you wild (p.31), and Jim fixes it for Mastertronic to launch Super Trolley.

Adventure **72**

Puzzlers games are back with a bang as Big KC (Keith Campbell to you) puts Legend of the Sword and the Adventure Creator for the ST through their paces.

Comix Unmask the Panther. **82**

Big Screen Jane of the Mirror appears in celluloid – unfortunately. **87**

Gore Zone **92**

Stomach – turning horror movie special FX – secrets revealed.

Flying Jacket Comp **96**

Boots Comp Name the Boots new sales droid and win an ST. **98**

Playmasters **102**

Wayne B Gamer checks the latest batch of role playing games.

Fantasy Role Playing **111**

Arcade Action Dead Angle looks good – as does Continental **114**

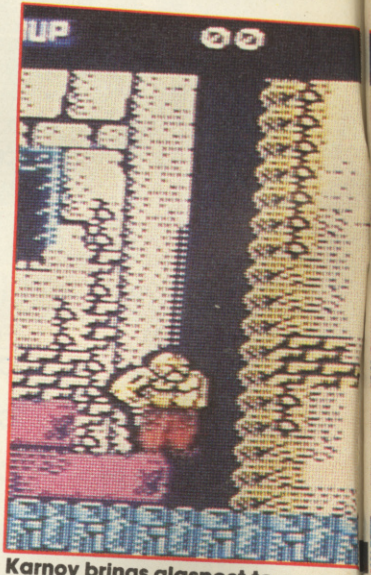
Circus – a breakthrough in 3D gaming.

Mailbag The bit you write. **120**

Out To Lunch John Minson's zany new column. **122**

Obliterator – more fabulous artwork from Psygnosis. P 70.

Secrets of horror movie special FX. P 92.

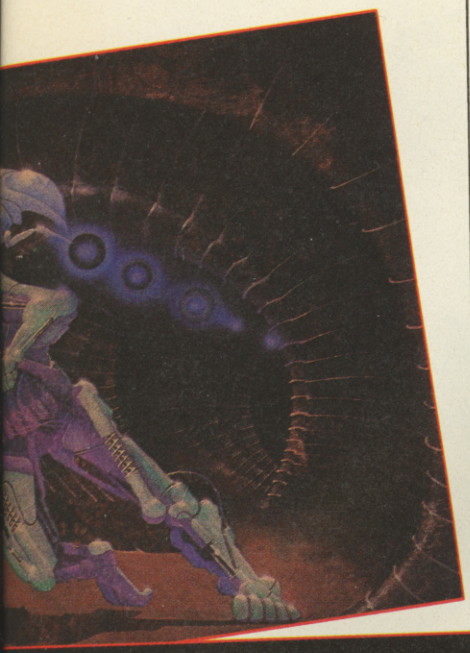


Karnov brings glasnost to games.

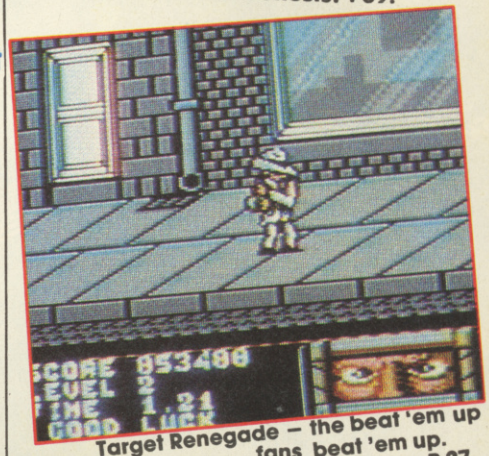
Editor: Eugene Lacey, Deputy Editor: Paul Boughton. Sub Editor: Seamus St. John. Staff Writer: Matt Bielby. Art Editor: Craig Kennedy. Advertisement Manager: Garry Williams. Sales Executive:

Don't miss...

It's a rip, it's a roar, with *C&VG* you get more. Have you clocked the fabulously free *C&VG Barbarian II* poster? Great, isn't it? In this month's hard-driving, rubber burning issue we exclusively preview *Roadblasters*, US Gold's next biggie and give you the chance to win an Atari ST and real leather flying jackets. We also hope to turn your stomach with a visit into the Gore Zone with a look at horror film special effects and thrill you with the latest news, reviews and previews . . . And don't miss out on your new Out To Lunch feature. Okay, start reading . . . NOW!

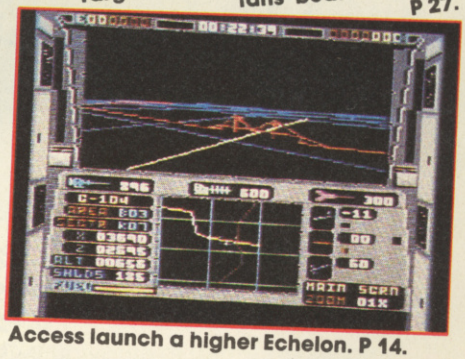


The cast of Return to Genesis. P69.

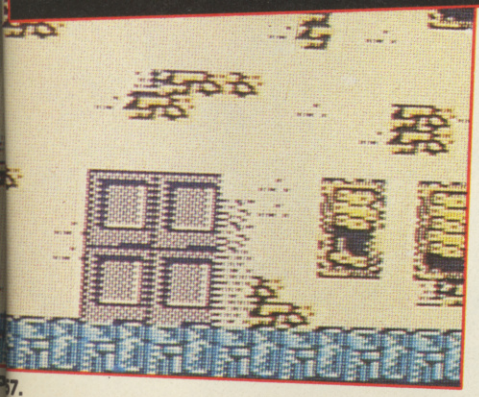


Target Renegade – the beat 'em up fans beat 'em up. P 27.

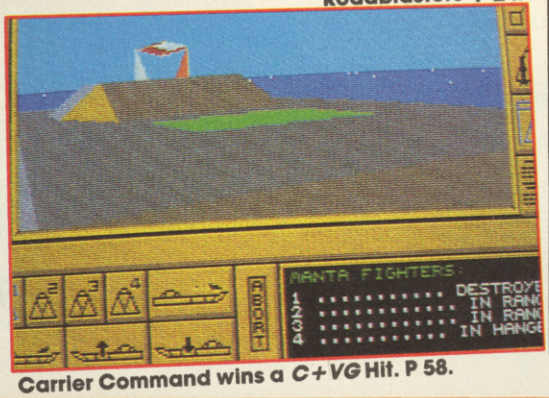
Roadblasters P 24.



Access launch a higher Echelon. P 14.



57.



Carrier Command wins a *C+VG* Hit. P 58.

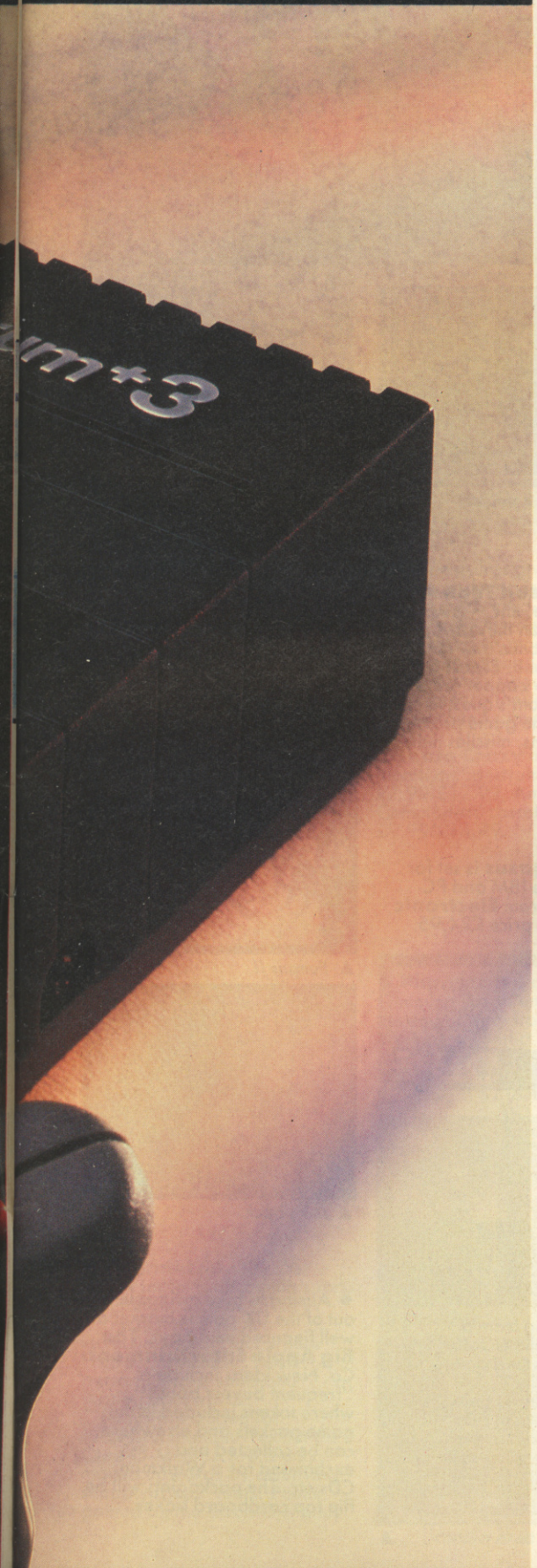
Do you have the guts to play Gutz? P18.

n Jones. Advertisement Production: Lora Clark. Publisher: Terry Pratt. Editorial and Advertisement Offices: Priory Court, 30-32 Farringdon Lane, London EC1R 3AD. Tel: 01-251 6222.

THE NEW SINCLAIR HAS ONE BIG DISK-

THE SINCLAIR ZX SPECTRUM+3 WITH 6 FREE GAMES AND A JOYSTICK.

ADVANTAGE.



ZX SPECTRUM+3. £199

The new Sinclair ZX Spectrum +3 is a real hero – because it helps you to be one.

While you're a daring motorbike rider or the all-conquering intergalactic warrior, you're gaining priceless experience in handling computers.

Loading games is quick and easy with the built-in disk-drive. You'll be in the thick of the action in seconds. And the fantastic 128K memory gives you the power to outsmart the most sophisticated enemy.

Get to grips with the latest high-tec graphics on the vast universe of games available (six of which come free). And there's a free joystick to give you ultimate control.

But the real hero is the person who buys it. For the ZX Spectrum +3 is only £199, so they've really saved the earth.

ZX SPECTRUM+2. £139

The amazing ZX Spectrum +2 has a built-in datacorder – to save you the bother of tape recorders and leads. The advanced 128K memory helps you get the most from the vast universe of games available.

Every model comes complete with six free games to start you off, and a free joystick to make you super agile.

With the advanced Sinclair technology you can afford to let your imagination go wild. Because at £139, only your enemies pay heavily.

BE WHO YOU WANT TO BE.

Available at: Allders, Boots, Clydesdale, Comet, Connect, Currys, Dixons, John Lewis, John Menzies, Lasky's, Tandy,* W.H. Smith, Visionhire, Wigfalls, and all good independent stores.

*ZX Spectrum +2 only.

Recommended retail price Sinclair ZX Spectrum +2 £139 including VAT, Sinclair Spectrum +3 £199 including VAT at 1.10.87. Prices subject to change without prior notice.

SCVG4

Please tell me more about the SINCLAIR ZX Spectrum +2 ☐ ZX Spectrum +3 ☐

Name_____

Address_____

Amstrad plc, Brentwood House, 169 Kings Road, Brentwood, Essex CM14 4EF. Tel: (0277) 262326

sinclair

News

Drax Fax!

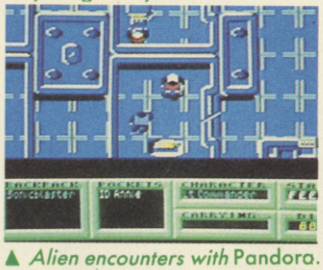
● By now the brilliant *C+VG*/Palace **Barbarian II: The Dungeons of Drax** posters probably has pride of place on your wall.

The way it was produced involved some neat special effects tricks which we'll be telling you about next month. And another thing, if you thought **Barbarian – the Ultimate Warrior** was a superb game, you ain't seen nothing yet. Barbarian II promises to kill it dead.

So make a date. *C+VG* next month. Return of the Barbarian.

Open the Box!!

● The **Pandora** survey ship has returned to earth orbit, and it is your job to go aboard, recover the alien artifacts it collected, and discover the whereabouts of the missing crew. In Pandora, a newie from **Firebird** for ST (£19.95), Amiga (£19.95) and C64 (£9.95/£12.95) character interaction and working out the clues is as important as blasting anything that you see.



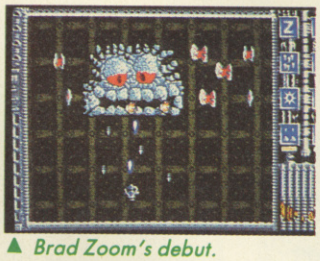
▲ *Alien encounters with* Pandora.

Game of LIFE

● **The Museum of Mankind** in London has a interactive video games system as part of an exhibition called **Living Arctic.** It's hoped that the system will help visitors get the fell of what life is like in the frozen north.

Controlled computer and based on a videodisc, the games are displayed on a television set with a touch-sensitive screen. Players touch images on the screen to progress through the games.

You can play the role of a northern hunter. With few opportunities for employment, food for the family is found by hunting. Clips from video films have you venturing out on the snow after caribou and trapping mink in the forests. Succeed, and you will gain praise from the tribe's elder. Fail by killing too many animals or the wrong kind and shame will be heaped upon you.



▲ *Brad Zoom's debut.*

Watching the Alien.

● **Better Dead Than Alien** – a great title, eh? – is set for a May release on the Atari ST and Amiga from a new name on the games scene, **Electra.**

It's a space zapper featuring hero Brad Zoom's quest to save civilisation. The game promises 25 levels aliens, missiles meteor showers.

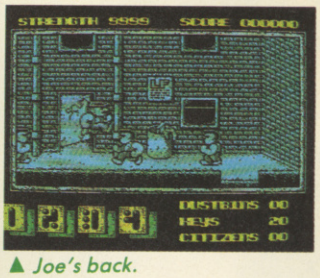
On patrol.

● **PHM Pegasus** is set for release on the IBM and PC compatibles from **Electronic Arts** in June, price £24.95.

Blade cuts it?

● **Joe Blade** is back. **Interceptor's** one-man war machine hero is back in the ever so imaginatively titled **Joe Blade 2.** The year is 1995 and the setting London. Punks and muggers roam the streets. Decent folk are held captive in their own homes. Joe arrives to clean up the streets. Our screen shots – taken from the Spectrum version – show street scenes. If you want to give it a go, Joe, JB 2 will cost £1.99 and will be released "soon." Meanwhile, Interceptor releases the sequel to **Fungus.** And guess what it's called/ **Fungus II.** This shot is the title screen on the Commodore 64.

▲ *Fungus II.*



▲ *Joe's back.*

It's a funny old game!

● TV personalities **Greavsie and Saint** have been the subject of some heavy dealing recently bet – with several companies have bid for the rights to produce the football a football game with the famous

▼ *Saint and Greavsie – hoping to score.*

duo's endorsement.

The likely winner in this tussle is likely to be Midlands based **Elite** – who have never produced a soccer game before.

The shape and content of the game is anybodies guess yet as all party's involved with the project keeping tight lipped about.

Greavsie is thought to have commented that it would be "a funny old game" to which Saint replied' "You kill me, Greavsie". More news on this one later.

Also making an appearance on the **Loriciel** label is the bungling – bespectacled, **'Eagle' Eddie Edwards.**

The skiing game was developed in France and

▲ *Are you ready for Eddie?*

features several winter sports events – as well as the ski jump for which Eddie became famous.

Fresh from leaping from a double decker bus in Leicester Square and then getting done for speeding – Eddie's computer game debut is being planned to take place in July.

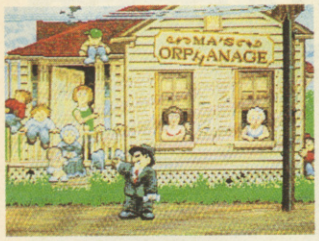
Can anyone explain to me why these winter sports games keep coming out in the Summer?

Pip! Pip!

● Aiming to take a sizable bite out of the UK games market are well financed new boys, **The Big Apple Entertainment** Co. New ideas include a "frequent buyers bonus", where tokens included in the game packets and elsewhere can be collected and exchanged for a Walkman, CDs etc. The packaging will be flip top cardboard boxes,

rather similar to cigarette boxes.

But it's the games that count – right? – and by what we've seen of their first, **Oops!,** a deceptively simple collecting game on a changing grid, these could be very playable indeed. Look for a review next ish, and further developments including a budget range and two big non coin-op licenses.



▲ *Three Stooges.*

Yuk! Yuk! Yuk!

● New from **Mirrorsoft's Cinemaware** is the **Three Stooges,** almost a computerised board game. You have 30 days in which to earn enough money to save a crumbling orphanage from the evil machinations of a complete and utter banker, and in doing so go through a series of misadventures based on famous moments from old Stooges movies, including food fights, boxing matches and hospital trashing.

Graphics on the Amiga are lovely, but you really have to be a board game and/or Stooges fan to appreciate it. Amiga version £29.99, C64 £14.99 and ST (£24.99) and IBM PC to follow.

Skyriders

● Follow up to **Stormtrooper** from new boys **Creation** is **Skyrider,** an arcade-style space shoot 'em up for the Atari ST, price £14.99.

Skate Date...

● **Gremlin** take to roller skates for its forthcoming sports simulation, **Skate Crazy.**

The action is set in a multi-storey car park where Freddy, the skater, must perform leaps, spins and skating backwards.

Points are added for successful manoeuvres but the Cred-O-Meter score is only moved upwards by achieving suitably 'posy' feats. Points gained on the Ouch-O-Meter, which measures grazes and bumps, and means a loss of points on the Cred-O-Meter.

Obstacles to negotiate include broken glass, stray dogs, oil and sand patches.

The game's side B contains different locations such as the underground subways and city streets.

Skate Crazy is out this month on Spectrum £7.99/£12.99, Amstrad and Commodore cassette and disk, £9.99/£14.99.

Race against Time

● Did you catch the launch of the charity fund raising game, **Race Against Time,** on ITV's Saturday morning television show **Get Fresh** on May 7th. If you didn't, shame on you. We did tell you – and even offered you a chance to be on TV.

All profits from the **Codemasters** game will be given to Sports Aid 88, the charity which is hoping to raise millions of pounds to fight poverty, hunger and disease.

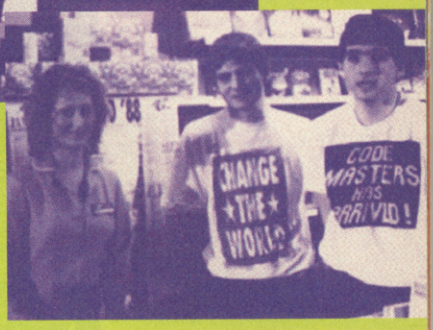
It was the first time anybody had seen the game and eight youngsters – including four *C+VG* readers – took part in what is hoped to be the first of many Race Against Time challenges.

The winner was Justin Dawson who completed 53 per cent of the game. Can you beat that? If you can we want to hear from you? Go out and buy the game – it is for charity, after all, – and send us your score. We'll be printing the top ones. Why not send us a photograph as well.

Send your score to Race Against Time, Computer+Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Store stars. ◀

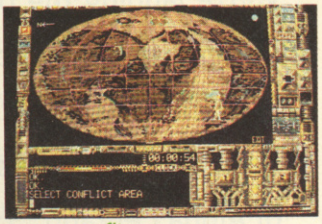
▼ *High score heroes.*



Phantastic

● **Phantasm** is a 3D surface skimming shoot 'em up out at the end of May from **Exocet.** You pick a conflict area from a map of the world, then go looking for trouble. £19.95 on the Amiga, ST to follow.

▲ Phantasm . . .



▲ . . . *conflict area.*

▲ *Laying down the law.*

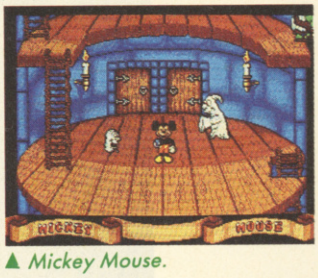
Cop this!

● And suddenly the world is full of robotic cops. First **Robcop** and now **R.O.T.O.R.**

R.O.T.O.R. – the Robotic Officer Tactical Operations Research – is a specially programmed robot designed to fight crime and corruption – the ultimate law enforcer. But something goes and the R.O.T.O.R. become judge, jury and executioner. He even kills when a minor parking offence is committed. Can he be stopped? Find out when RCA/Columbia releases the R.O.T.O.R. on video this June, certificate 15.

Taking the Mickey

● **Gremlin's Mickey Mouse,** based very loosely on the *old Sorceror's Apprentice* section of Disney's masterful Fantasia, is due at the end of June. You, as Mickey, of course, must run around the four towers of a castle ridding it of ghosts and nasties with your magic hammer. There are also bonus games hidden in some of the rooms, including a **Donkey Kong** tupe thing, and upside down *Space Invaders* (if you can imagine that) and others. £7.99 on Spectrum (£12.99 disk). £9.99/£14.99 (C64), £19.99 (ST).



▲ *Mickey Mouse.*

Famine Aid

● **Drakcon '88,** a role playing games convention, will take place in Scotland between August 20 and 21, with all proceeds going to famine relief. Last year's convention raised more than £800.

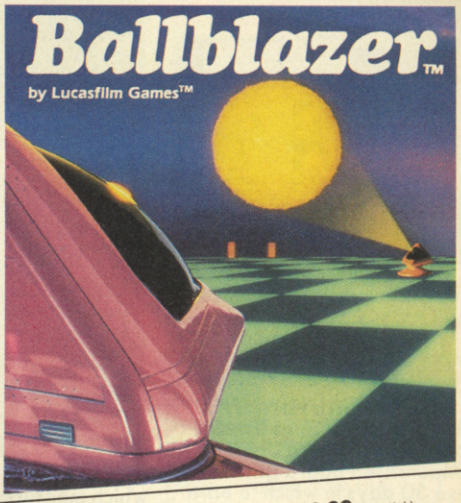
The convention will be held at the College Dining Room, Northern College of Education, Hilton Drive, Aberdeen.

Events will include and AD&D role-playing tournament. Admission costs £5 (£3.50 for under 16's) for both days. There will be a £1 reduction for advance bookings made before July 9.

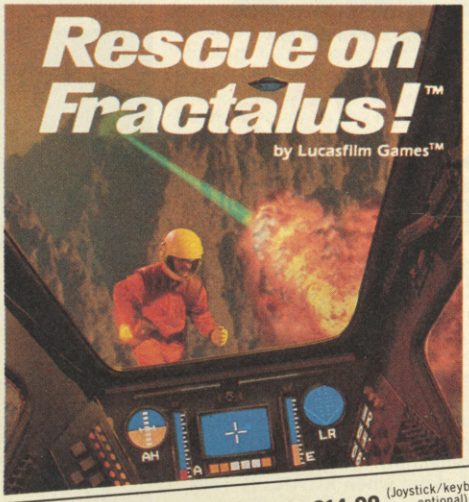
For further details send SSAE to Drak Con '88, c/o S. Douglas, 13 Springbank Terrace, Aberdeen, Scotland, AB1 2LS.

THE LATEST AND

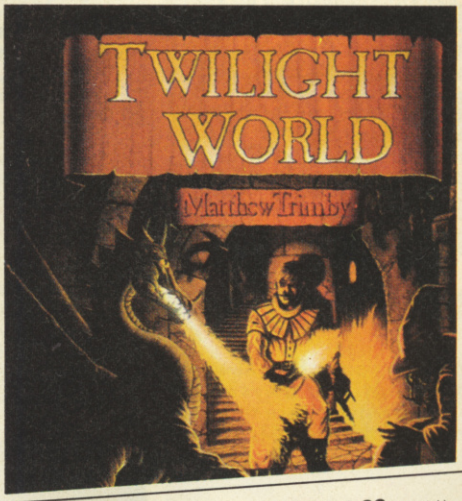
ARCHON – ROM – £14.99 (Joystick)
A battle between the forces of light and darkness. You can't take a square, you have to fight for it.



BALLBLAZER – ROM – £14.99 (Joystick)
Can you shoot the Plasmorb through the moving goalbeams while piloting your Rotofoil? For one or two players.



RESCUE ON FRACTALUS – ROM – £14.99 (Joystick/keyboard optional)
You have to rescue your friends from Fractalus – but the evil Jaggi aren't going to make it easy.



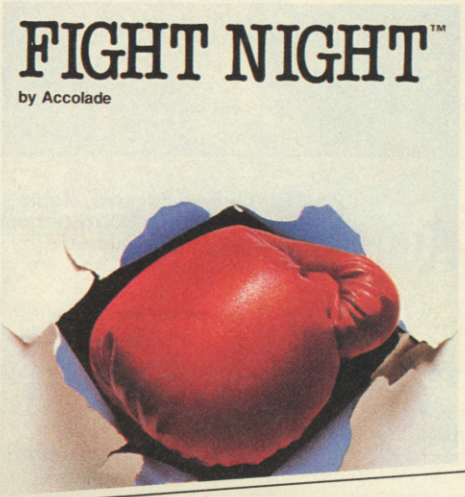
TWILIGHT WORLD. CASSETTE. £4.99 (Joystick)
Battle your way through eleven dungeons and devils, with anti-matter pods and lasers.

Atari have always had the greatest arcade games in the galaxy, now they're adding even more winners to the collection. From the high speed skills of handling a W.W.1 biplane, to the brain-aching Archon battle of wits. Whether you're landing the punches with Fight Night or using the awesome power of Thunderfox to blast the enemy, Atari give you the best combination of graphics speed and skill this side of Alpha Centauri.

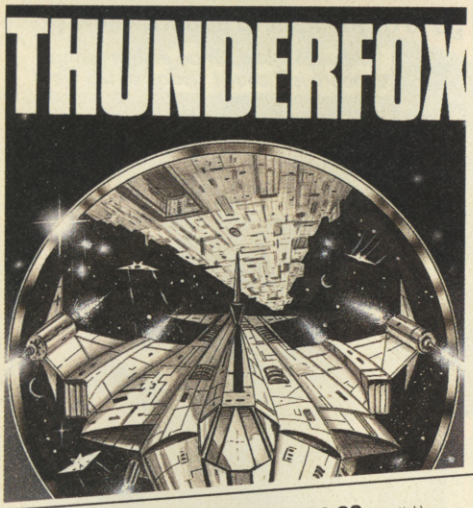
ALL GAMES SHOWN ARE COMPATIBLE WITH: ATARI XE GAMES SYSTEM, ATARI

THE GREATEST.

BLUE MAX – ROM – £14.99 (Joystick)
The thrills of W.W.1 dogfighting and bombing raids.



FIGHT NIGHT – ROM – £14.99 (Joystick/disc drive optional)
Construct and train your own boxing champ then guide him to the championship. One or two players.



THUNDERFOX CASSETTE. £4.99 (Joystick)
The Zylosian war machine is complete. Can you beat the horrendous odds in your Thunderfox?

COMPILATION CASSETTE. £4.99 (Joystick/keyboard)
Five arcade favourites on one cassette! Centipede; Star Raiders; Missile Command; Tennis; Typo Attack.

Then there is Atari's compilation cassette of all time favourites, which at only £4.99, makes it, you guessed it, the best value on Earth!

Pick the latest and the greatest from your Atari Dealer or fill in the coupon to order by mail.

65XE, 130XE, AND 800XL COMPUTERS.

Please tick title(s) required:

Archon £14.99 ☐	Ballblazer £14.99 ☐	
Rescue on Fractalus £14.99 ☐	Fight Night £14.99 ☐	Blue Max £14.99 ☐
Twilight World £4.99 ☐	Thunderfox £4.99 ☐	Compilation £4.99 ☐

Forward cheque/postal order for total amount accompanied by this order form to: Atari Corp (UK) Limited, Atari House, Railway Terrace, Slough, Berks SL2 5BZ.

Name (Mr/Mrs/Miss)_____
Please complete using block capitals.

Address_____

(CVG3)

_____

_____Postcode_____

Please allow 28 days for delivery.

ATARI®

News

Show time

● The **Commodore Show** will be held at the Novotel, Hammersmith, between June 3 and 5.

The organisers are promoting the Amiga Studio as the highlight of the show, designed to show off the Amiga in the fields of music, speech synthesis, 2D and 3D design, graphics, animation and desk top publishing.

Olympic gold medallist **Tessa Sanderson,** Radio One DJ **Bruno Brookes** and members of the Chelsea football squad will be there.

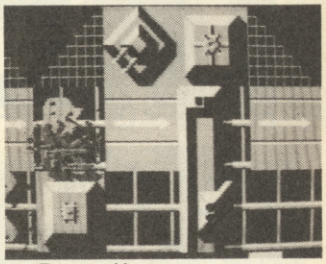
Go to hell.

● Two new shoot 'em ups from **CRL** are **Hell and Back** and **Trigger Happy.**

Hell and Back takes you on a quest through the Netherworlds to collect the ten Commandments, in the face of opposition from ghosts, ghouls and monsters, armed with a power bolt firing halo.

▲ *Hell and Back.*

Trigger Happy on the other hand sets you in this seat affair, clearing a 32 level of Space Station of aliens and stuff. There is a bonus extra level for you hot gamers. Both are CBM64 games, £9.95 cass, £14.95 disk.



▲ *Trigger Happy.*

Scroll on

● **Rainbird** is releasing a new adventure game from *C+VG* Golden Joystick award winners **Magnetic Scrolls** in June – **Corruption.**

Taking place in the currently fashionable world of high finance, you find yourself framed by your partner, chased by the mob and within a hair's breadth of ending up in jail. You'll have to be devious, manipulative and ruthless to succeed – just like your average *C+VG* ad manager, really. £24.95 for the ST, Amiga and IBM PC, with 8 bits to follow.

THE PICTURES THEY DIDN'T WANT YOU TO SEE

Or rather, the odd thing is that they DID! Seems these Software bods will go to any lengths to publicise new games

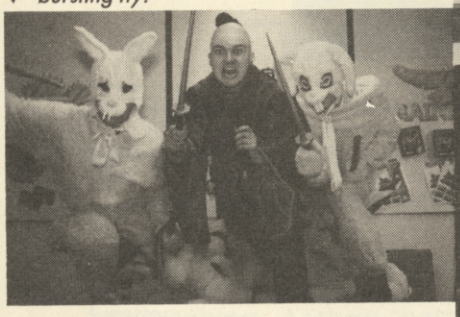
The clothes that taste forgot! Mark Strachan and Dominic Wheatley promote Domark's Trivial Pursuit – Baby Boomer edition. ▼

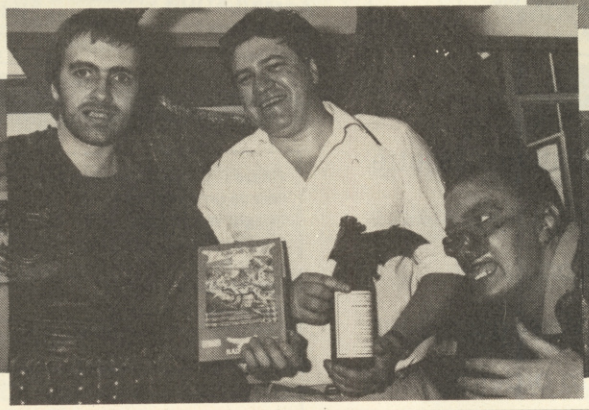
▲ *Amanda Barry demonstrates what she likes to do in her spare time.*

Oh dear, oh dear. Sean Brennan plumbs ▼ *new depths for Samurai Warriors.*

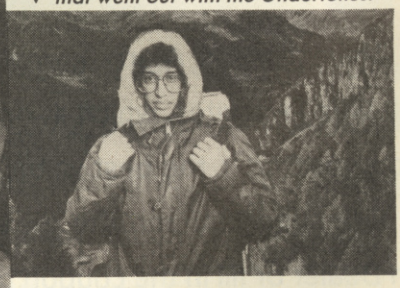
▼ *Always good for an embarassing photo is Richard Tisdall of US Gold.*

A worrying lapse of taste as Pete Austin (left) and orc friend allow themselves to be seen with a dodgy looking geezer in ill fitting wings and ▼ *bursting fly.*





▼ *What a plonker! Francis Lee of Destiny hunts Yeti in playground chic that went out with the Undertones.*



KINGS OF THE GAMEPACK

More Games!

The
GREATEST EVER SPORTS PACK
FEATURING

OVER 20 EXCITING EVENTS

· WEIGHT LIFTING ·
BASKETBALL · SOCCER · VAULT · SWIMMING
GIANT SLALOM · SPRING BOARD DIVING
PING-PONG · PISTOL SHOOTING · CYCLING
SHOOTING · ARCHERY · TRIPLE JUMP · ROWING
PENALTIES · SKI JUMP · TUG OF WAR · TENNIS
BASEBALL · BOXING · SQUASH · SNOOKER/POOL

10 HIT GAMES

A GIANT CONTEST
OF SKILL STRENGTH & STAMINA

AMSTRAD COMMODORE SPECTRUM

CASSETTE £12.95 DISK £17.95

More Thrills!

Special BUMPER Pack

All these hit games in a special pack for the price of one *PLUS*

Yie Ar KUNG~FU FREE

SPECTRUM AMSTRAD COMMODORE
CASSETTE 9·95
DISK 17·95

More Value!

5

ALL-ACTION COMPUTER HITS

FEATURING ✸ ARMY MOVES
✸ GREEN BERET ✸ THE GREAT ESCAPE
RAMBO FIRST BLOOD PART II ✸ TOP GUN

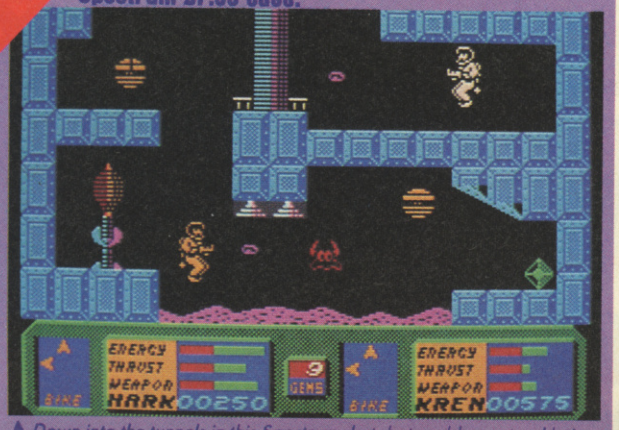
DON'T MISS!...
LIVE AMMO

AMSTRAD COMMODORE SPECTRUM
9.95 CASSETTE
14.95 DISK

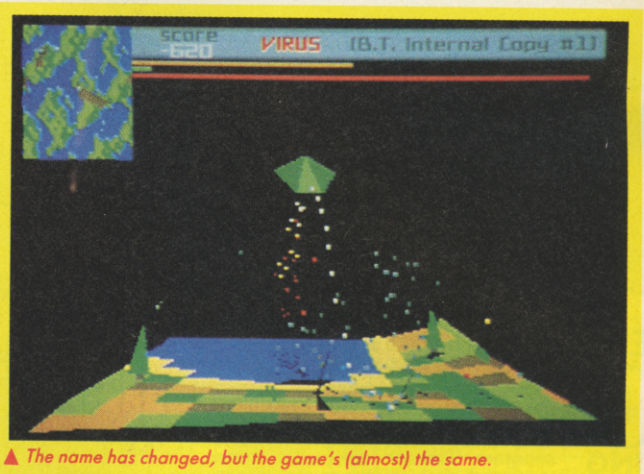
Ocean Software Limited · 6 Central Street · Manchester · M2 5NS · Telephone 061 832 6633 · Telex 669977 OCEANS G

Street Scene

A new 8-bit shoot 'em up from Gremlin is *Blood Brothers*, out now. You play one of two brothers from the mineral rich planet of Sylonia, whose mission is to recover a whole load of precious gems from the well-defended stolen goods planet of the hostile Scorpians. The first part of the game involves using laser armed jet bikes, and in the second part you fly down into the underground storage area using jet packs. Spectrum £7.99 cass.



▲ Down into the tunnels in this Spectrum shot, but could you stand being called Hark or Kren?



▲ The name has changed, but the game's (almost) the same.

Looking rather nice is *Virus* for the ST, a conversion of the old Archimedes game *Zarch*, programmed by creator David Braben. You fly over a 3D landscape dropping missiles and bombs in an attempt to halt the spread of alient virus which is polluting the planet. There are various types of alien craft to take out, but let's hope it isn't quite as impossible to play as the original. £19.99 from Firebird, out in June with Amiga version to follow.

Oh yeah, and for anyone wondering about the name change, apparently Firebird bought the licence to the game on formats other than the Archimedes, but for some reason original publishers Superior Software wanted to keep sole copywrite on the name.

▲ Oil paintings on walls stun.

▲ The Ninja in New York.

Ninja II is about to be launched after months of development by top programmers John Twiddy and Mev Dink (Yes that really is his name).

The 64 and Spectrum versions have been developed side by side and enjoy identical game play. The Spectrum version does not have the full coured graphics of the 64 — but apart from that the versions are identical.

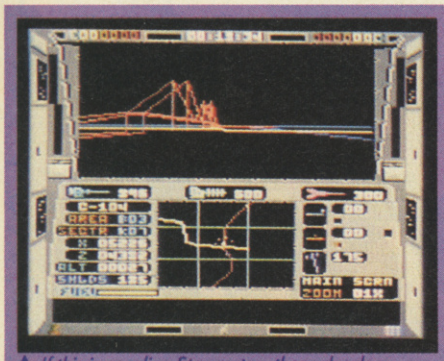
Set in New York — the Ninja's arch enemy has assumed the identity of a Tong Leader — in league with a corrupt city police force.

You track him through six different levels — each on a separate load.

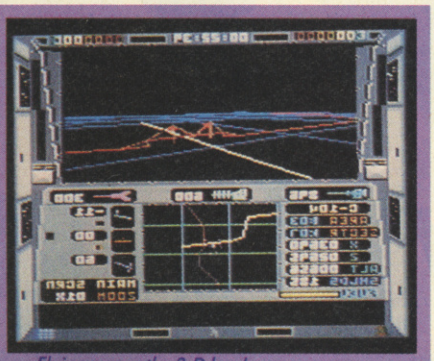
Various items are there to be picked up — such as a Access Card, key, bits of food, and other odds and sods and — yes, you guessed it, I am not going to tell you what they are used for.

Ninja II will be launched at the unusual price of £12.99 for Spectrum and 64 cassettes. Mark Cale of System 3 feels that the extra money is justified because of the quality of the game and the huge amount of development time invested in it. But gamers can look forward to more than just a good sequel for their extra two pounds. Inside the new larger box you will find a shuriken (plastic — so don't even bother to think about using it in vengeance, a large map of the game and a Ninja mask).

Both versions are now finished. Expect to seem them in the shops next month.



▲ *If this is an alien Star sector, then why does that look like the Humber bridge?*



Flying across the 3-D landscape.

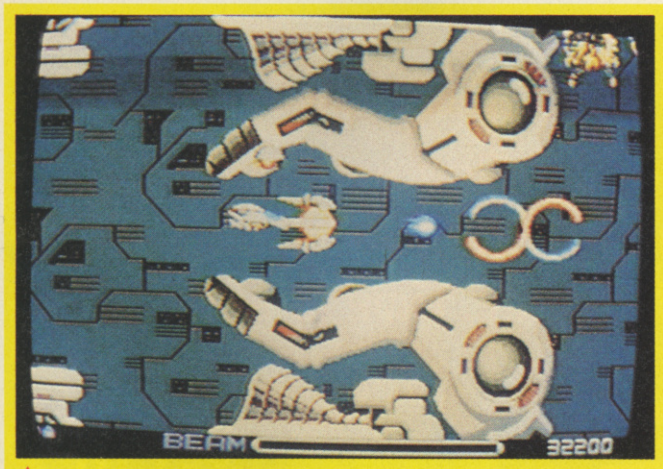
New from US Gold is *Echelon*, a combination flight sim/exploration adventure/shoot 'em up from the programmers of the very successful Golf simulation, *Leaderboard*. You play the pilot of the ultra advanced C104 Tomahawk patrol craft, based at top secret Space Federation base *'Echelon'*. You must fly lone reconnaissance and exploration missions in the largely unexplored zone 106, searching for the whereabouts of the troublesome space pirate stronghold.

First you must master the controls of your vehicle, flying and landing anywhere within the zone, using either the 3D frontal view of the special feature that allows you to view your spacecraft from the outside. Later there are six different levels of difficulty in combating alien space craft to cope with, as well as the logical and strategic tests of locating the pirate base.

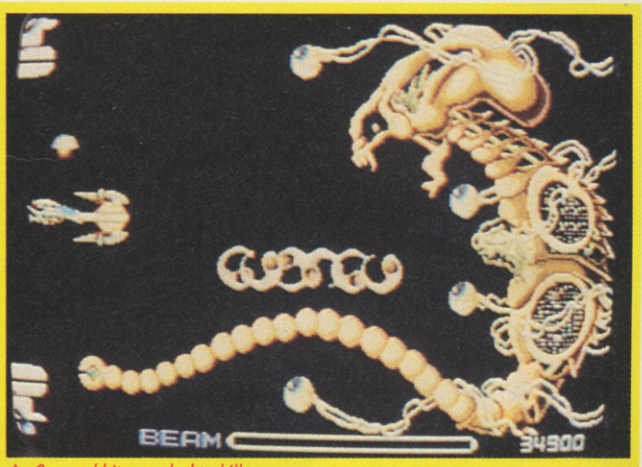
Best bit of all, though, is the Lipstick voice activated control headset, which enables you to fire simply by saying the word. This leaves hands free to cope with control of the spacecraft. By all accounts it's been very successful in the US, outselling even Access's previous hit, the aforementioned Leaderboard, so it has to be one to keep an eye out for this year.

▲ *Some of the silly things you can do with Deluxe Video 1.2.*

Electronic Arts has just released the PAL version of their Video Animation programme, *Deluxe Video 1.2*. If you don't know what *PAL* means, it is the name given to the British system of television, meaning that with the help of your Amiga you can now generate animated title sequences, add background music and sounds, and generally do lots of whizzo clever things to make your home vids looking professional. The price of broadcast quality rotating 3D text, wipes, fades and other good stuff is now only £69.95.



▲ *Ghastly, wriggling serpents.*



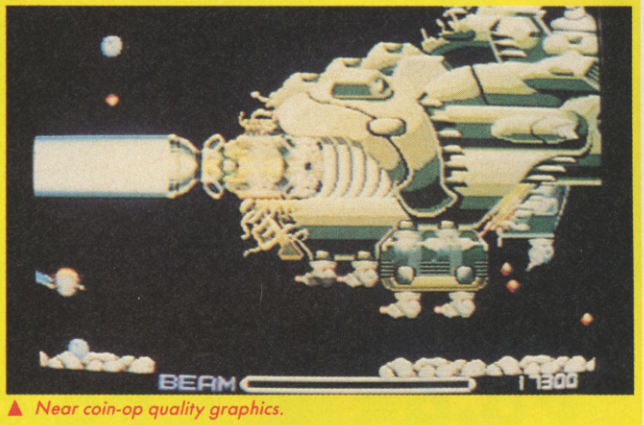
▲ *Several hits needed to kill.*

The ultimate shoot'em up ever written for play at home is here. *R-Type* for the *PC* Engine games console. Over the years we have played thousands of games and many of them have given great pleasure. None of them come even remotely close to this shoot 'em up.

***R-Type* is a game from the Japanese company *IREM* and it is a Defender variant with plenty of power ups, tunes and stunning graphics.**

Take a look at the screenshots above. Could you tell the difference between these screens and those of the coin op?

If you don't own a *PC* Engine — (and you are not likely too as it probably won't be on sale here until next year) — then don't dispair — as Spectrum, Commodore 64, and ST versions of *R-Type* are well under way, and will be launched on the Activision label in September.



▲ *Near coin-op quality graphics.*

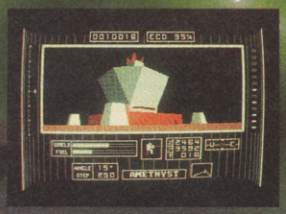
DARK

FEATURING

FREESCAPE™

MISSION: Locate & destroy Zephyr One weapon on Dark Side. Avoid Plexor tanks. Disable Matrix ECO's, use tunnel network and jet pack to best advantage. Time is short. **END**

SOLID 3D



THE NEAREST YET TO BEING THERE

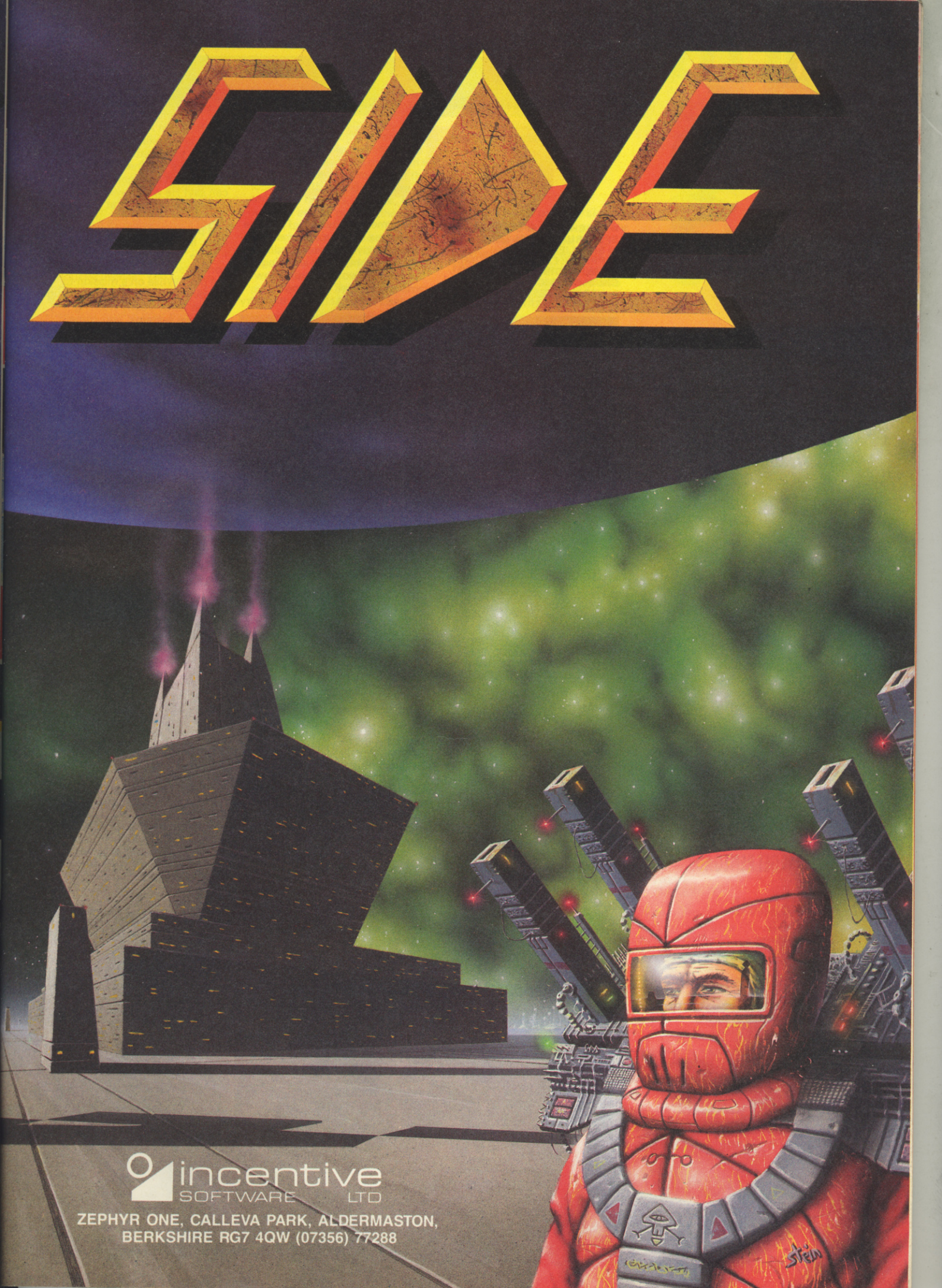
FROM THE MAJOR DEVELOPMENTS TEAM.
CREATORS OF THE AWARD WINNING *DRILLER*

SPECTRUM
£9·95
+3 DISC £14·95

COMMODORE 64
£9·95
C64 DISC £12·95

AMSTRAD CPC
£9·95
CPC DISC £14.95

© 1988 INCENTIVE SOFTWARE LTD. ALL RIGHTS RESERVED. FREESCAPE™ IS A TRADEMARK OF INCENTIVE SOFTWARE LTD.


SIDE
incentive
SOFTWARE LTD
ZEPHYR ONE, CALLEVA PARK, ALDERMASTON,
BERKSHIRE RG7 4QW (07356) 77288

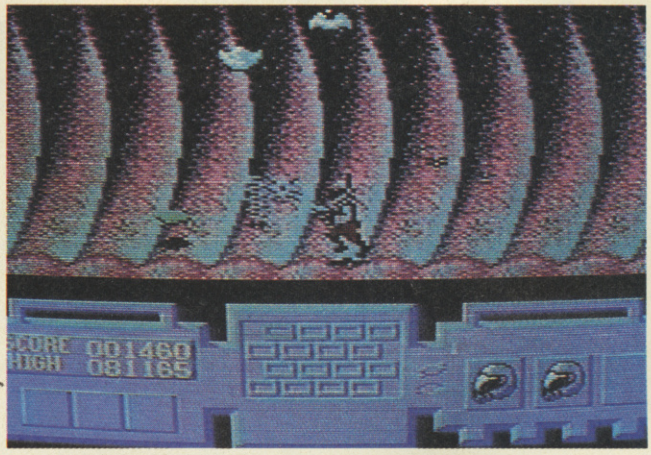
1 GUTZ
2 MICRO LEAGUE WRESTLING
3 LAZER TAG
4 ROAD BLASTERS
6 QUADRALIAN
7 REVENGE II
8 ARKANOID
9 OUT RUN
10 BUGGY BOY
11 GARRISON
12 DROIDS
13 CROSSWIZE
14 JINKS
15 FIREPOWER
16 TARGET RENEGADE
17 LEE ENFIELD
18 VENOM
19 ROLLING THUNDER
20 SUPER TROLLEY
21 KARNOV
22 CARRIER COMMAND
24 OBLITERATOR
25 PEGASUS BRIDGE
26 RETURN TO GENESIS
27 INTERNATIONAL SOCCER

Gutz

► MACHINES: SPECTRUM, SPECTRUM + 3, C64-128.
► SUPPLIER: OCEAN.
► PRICES: £7.95 (SPECTRUM) £14.95 (+ 3 DISK) £8.95 (C64/128 CASS) £12.95 (C-128 DISC).
► VERSION TESTED: C64.
► REVIEWER: TRISTRAM COFFIN.

This game surprised me. I find the whole area of rummaging around inside a body quite vomit inducing. Still, I thought, I'll try anything once and – wouldn't you know it – I found myself enjoying it.

I don't know if I believe the story that the game was inspired by graphic artist Andy Rixon's visit to his local hospital for a nasty internal examination – if he's got insides like this then it's surprising they let him out again, that's all I can say! He went away and chatted to his mates at Special FX, the people behind this offering, and persuaded them to spill their *Gutz*, if you'll pardon the pun.



Now, if you are sitting comfortably, we'll take a look at the plot. While on a mission to discover what is causing that huge blip on Earth's early warning detection systems, you come across a ten-trillion tonne mega-being from another universe, who eats you alive! It's not that he's particularly hostile or anything, but the in-flight food hasn't been up to scratch. How would you like to travel millions of light years across space with only a very small packet of dry-roast peanuts to keep you going?

Your job is to escape from the maze of arteries, intestines and tubes and get back to Earth in time to convince them to nip out for a mega-party bucket of Kentucky Fried Chicken before their hungry guests arrive and start consuming all the designer furniture.

◄ *Good clean fun.*

Micro Le&

► MACHINES: CBM64/ATARI ST.
► SUPPLIER: MICROPROSE.
► PRICES: £24.95 (ATARI ST)/£19.95 CBM 64 (DISK).
► VERSIONS TESTED: CBM64/ATARI ST.
► REVIEWER: CHRIS JENKINS.

Professional wrestling in America is even more farcial than it is over here; completely controlled by the Mob, it consists of enormous bruisers in golden capes pretending to throw each other around the ring while they try to work out the tax advantages of registering as a corporation. Microprose's *Micro League Wrestling* captures all the skill and sportsmanship of the game – that is to say, there isn't any.

Rather than try to create a test of skill and timing, like Melbourne House's *Rock'n'Wrestle*, Microprose has, typically, created a strategic simulation. Now, if you ask me, wrestling isn't much to do with strategy; the aim should be to out-fight your opponent, not think him into unconsciousness.

The game is presented in the format of a television broadcast, so before you play you have to sit through inane conversations between the wrestlers, including Hulk Hogan and Randy "Macho Man" Savage (do you believe that?) and the sports presenters.

The pictures of the fighters are digitised from TV, but for some reason they're presented in a sepia tint which makes them look like 1930's photographs. The aim of the game – once you actually get into it – is to outfight your opponent by working out his weaknesses and choosing the correct fighting move to exploit them.

On each side of the screen are lists of ten available offensive moves, and a defensive option. Selecting one from the list with joystick, mouse or keyboard, you press the fire button, wait to see

▼ *Inane commentators.*

▼ *A kick without impact.*

You have to destroy the alien's major internal organs. One by one you have to knock out the lungs, heart and brain. All these horrible wobbly things are hidden within a 3D scrolling maze of tubes and ducts. And each organ is protected by a shield which can only be destroyed by assembling a special weapon.

Oddly enough the alien has the bits for this weapon scattered about its insides. You can also find other useful things inside this space monster – things that will help you survive your mission; things like a map of the monster's innards, energy crystals, protective helmets, keys to super-weapon rooms and useful weapon-holds. More about these items later. When you first load up the game it's essential to race around and find the box which contains the map. Without this you're lost, but before you do that it's a good idea to find a weapon-hold – a sort of round blob on the wall – and open it to get ammo for your space-blaster. Once you've got these two items you're ready to play the game for real.

You'll find yourself in a maze packed full of 'orrible creatures, the mega-being's defence systems, all intent on wiping you out. If you've got the map, keep referring to it. Nothing can touch you while you are looking at the map, but it only stays on screen for three minutes at a time. Spot the location of the goodies you're after, like helmets, crystals, bits of weapon and so on, and then make a dash for them.

The map screen also shows you the best type of ammo for your weapon to deal with most of the nasties you'll encounter on that particular level. You get this ammo from the weapon holds. But each hold has a different sort – so make sure you get the right one for the job.

There are loads of these holds scattered about, so it's a matter of trial and error until you get the right one. It's a good idea to do this because you can build up a big score and win extra lives at the same time. You get an additional life for every 10,000 points. And you get to use the nifty hi-score chart at the end of the game. Watch out for the nice "mutating" letters and numbers!

The graphics are nice and big, animation is pretty good, music and sound effects likewise. Gameplay? Well, it's all good, clean fun! Like I said, despite my initial reservations, I found myself reluctantly liking the game, and eventually getting hooked on the thing.

- ► GRAPHICS 7
- ► SOUND 7
- ► VALUE 7
- ► PLAYABILITY 7

The Spectrum version of *Gutz* should be on sale by the time you read this, according to Ocean. It has the same game play as the Commodore version. No Amstrad version is planned.

Getting to the heart of the game? ►

ague Wrestling

your opponent's response, then the digitised images on the screen lurch into action, performing (or failing to perform) the selected move.

At the bottom of the screen are the commentators, who come up with more inane comments like "This is real wrestling!" and "Two holds don't make a match!" You can select the length of the bout before starting. I could only bear the shortest match – ten minutes – although you can opt for up to sixty minutes. Power and Damage counters change according to the success of your moves, and the better your position, the more chance you have of carrying out difficult moves. Each character has his own "super move", such as a flying kick or a double elbow smash, which is difficult to pull off but which scores plenty of damage points.

If you are in dire straits, you can boost your energy by calling on the support of the crowd. This only works once, so it's not to be wasted.

Once you've defeated Randy "Macho Man" Savage, you can move on to other intellectual giants such as Paul "Mr Wonderful" Orndorff. I doubt if you'll want to bother.

Micro League Wrestling is a bit of a turkey for several reasons. Firstly, since none of the wrestlers are famous over here, all the macho bull before the match is a complete waste of time.

Secondly, the digitised pictures are so bad – obviously more so on the CBM 64 than the ST – that half the time you can't make out what's supposed to be going on.

Thirdly, the sound effects are dire; a constant sea-like hiss of white noise representing the crowd, and a PLONK each time someone gets clobbered.

Fourthly, though there may be some skill involved in selecting the right moves, it would be much more satisfying if you could control the actions of the characters in real-time, as you can with more conventional combat games. Drop-kick this one straight out of the ring.

- ► GRAPHICS 5
- ► SOUND 4
- ► VALUE 3
- ► PLAYABILITY 3

News Flash: C+VG's jet set editor Eugene "Doesn't my Californian suntan go well with a white shirt" Lacey reports that Hulk Hogan has actually won the American Wrestling Championships. He and Randy "Macho Man" Savage also took the top tag title, according to Eugene.

However, on a more mundane note, there are no plans at present for any other versions of Micro League Wrestling.

▼ *Out for the count.*

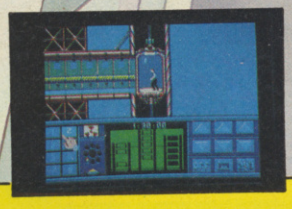
It's here-The return of Elvin Atombender!

IMPOSSIBLE MISSION II™

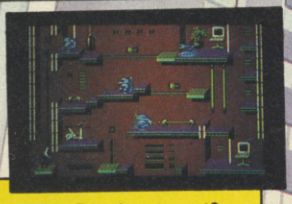
Unsurpassed Espionage Action...

After two year's wait at last it's arrived—the sequel to beat all sequels! Impossible Mission II retains all the fun and strategy of the original as once again you embark on the challenge to find a safe route to Elvin and the final showdown where he will meet his end! Search each room, find code numbers, objects and keys to help you with your mission. You must avoid or destroy the guards and robots that patrol the five towers or risk being destroyed yourself.
Successfully dispose of Elvin and your quest is half over! Now your Mission becomes truly Impossible as you strive to escape the towers, avoiding guards, robots, mines, trap doors and elevators without detection!

NOW AVAILABLE ON SPECTRUM

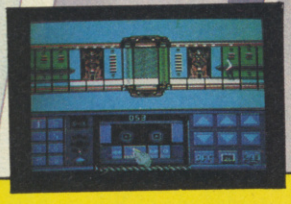


...From the lift you enter the first room...

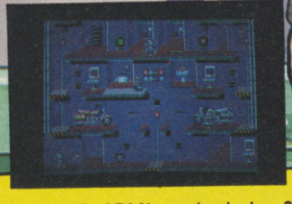


...But where to next?...

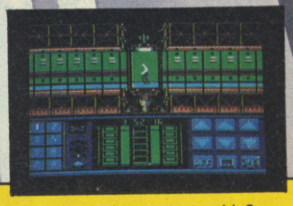
...Who or what is lurking behind these cars?...



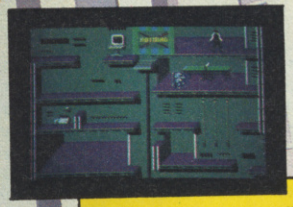
...Can you access the next tower?...



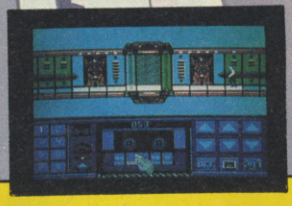
...Could the final P.I.N. number be here?...



...Running into more trouble?...



...Why is the robot guarding that table?...



...A message on the tape recorder?...

...Quick! Escape from Elvin!!...

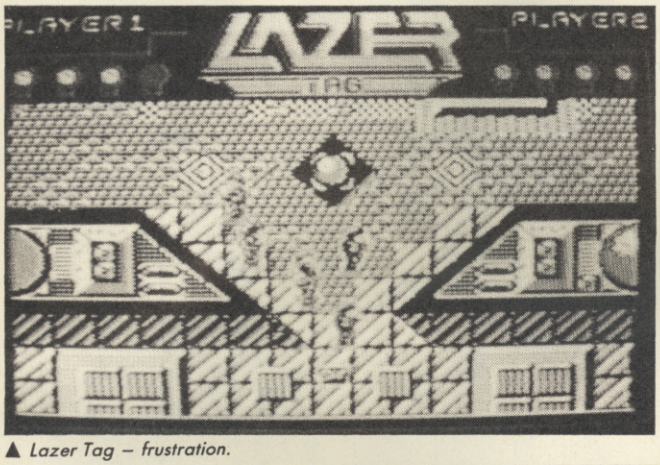
Commodore 64/128	£14.99 disk	£9.99 cassette
Amstrad	£14.99 disk	£9.99 cassette
Spectrum 48/128K		£8.99 cassette
Atari ST	£19.99 disk	COMING SOON!
IBM PC & Compatibles	£24.99 disk	COMING SOON!

Impossible Mission is a Registered Trade Mark of EPYX Inc. EPYX is a Registered Trade Mark No. 1195270. ©1988 EPYX Inc. All rights reserved. Manufactured and distributed under licence from Epyx Inc. by U.S. Gold Limited, 2/3 Holford Way, Holford, Birmingham B6 7AX. Screens from Atari ST and Commodore 64 versions.

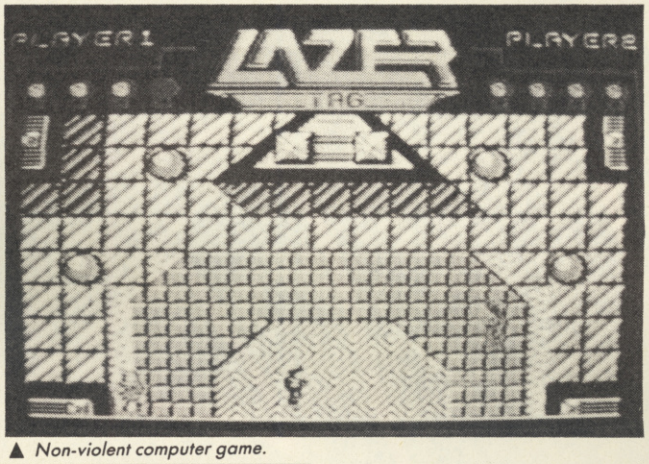
EPYX®

Lazer Tag

► MACHINES: CBM 64, SPECTRUM.
► SUPPLIER: US GOLD.
► PRICE: 64 £9.99/£11.99, SPECTRUM £8.99, AMSTRAD £9.99.
► VERSION TESTED: CBM 64.
► REVIEWER: EUGENE LACEY.



▲ *Lazer Tag – frustration.*



▲ *Non-violent computer game.*

Lazer Tag was hyped hugely at the PCW show last Autumn as the 'latest craze from America' that we all ought to be interested in.

A bit like primary school playground war where you surprise your enemy with an imaginary gun, shout 'bang' and he is dead except that now the game takes place in a futuristic set, and your guns use micro-beams to register direct hits on recorder devices worn on each player's chest.

It's a bit like one of those war games, *Combat Zone* for instance, only with a sci-fi theme. The real Lazer Tag is operated by a company called Worlds of Wonder at dozens of centres all over America.

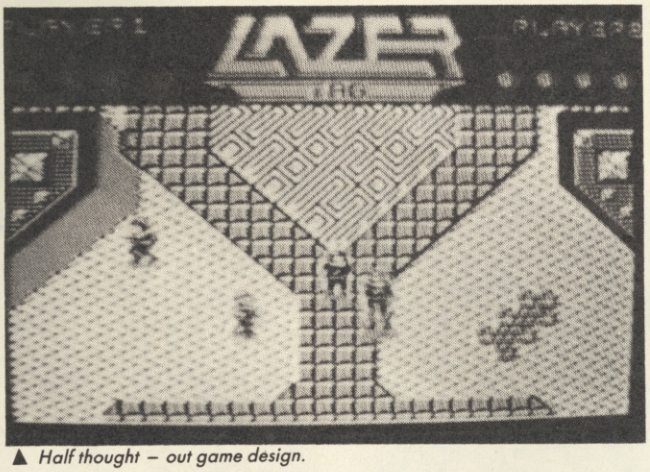
So how does it work as a computer game? Not very well has to be the first and most glaringly obvious observation about this game.

It was programmed for Go! by the development house Probe – who were also incidentally responsible for a number of the *Out Run* conversions.

In fairness to Probe they did start the design with a fairly serious handicap – the insistence of the *Lazer Tag* owners that the computer interpretation be completely non-violent.

Pretty tall for any computer game designer.

What they come up with is a combat game where your man scrolls in all directions firing his lazer at the other six players.



▲ *Half thought – out game design.*

What's non-violent about that you may wonder. Well – the men don't actually explode the targets on their chests simply glow and you 'hit' meter counts down.

Certain items are scattered around the floor like a gun and length of chain – though picking them up serves no purpose that I could work out.

As you scroll up-screen there are fences at the end of each section. Your man occasionally sticks to these again for no discernable reason.

A tank-like vehicle may rumble across the screen or a copter appears and start straffing you but there appears to be nothing you can do about it.

The lazer gun fire itself has a neat idea in that the bullets can bounce off angle to hit their targets.

Quite complex patterns of lines can streak around the screen. This could have been the basis of challenging game, especially if two players could have played simultaneously.

Unfortunately you have such little control over the laser and your player that it fails totally. It is entirely down to chance whether you hit the targets or not.

To add to the frustration, *Lazer Tag* is also an 'against the clock' so that just as you are trying to work out what the blazes is going on you have to start all over again.

The play area is dotted with spinning satellite dishes which – according to the instructions – increase your fire power when you shoot them.

Not so in my version. I blasted away for ages – all to no avail.

It would be possible to go on listing the faults of this game but it wouldn't serve much purpose. What we have here is game design that was only half thought-out and an implementation only partially carried through. This would have received a luke warm reception as a budget title – but at ten quid our advice is avoid it like the plague.

This is an unfortunate release for Go! – as they do have some excellent other titles about to be launched such as Bionic Commandos and Wizard Wars.

Lazer Tag is the dog in the pack.

► GRAPHICS	4
► SOUND	3
► PLAYABILITY	1
► VALUE	1

Well, after that review it's doubtful whether you'll be champing at the bit to know about forthcoming *Lazer Tag* conversions. If there is no dramatic improvement in the game design, you will be well-advised to save your money or at least look for another game to spend your hard-earned pennies on.

Anyway, *Lazer Tag* will be released on the Amstrad, £9.99 cassette and £14.99 disk, and the Spectrum, £8.99 cassette only.

At the moment there are no plans to release 16-bit versions, although it's doubtful whether this will cause great upset among Atari ST and Commodore Amiga owners.

LAST

NINJA 2

Back with a Vengeance!

Born in a time of peace, lived in the time of war; the shadow warrior returns. Leaping the abyss of time he comes to fulfil his destiny!

DATELINE: 1988 Manhattan THE TIME: Now
THE QUEST: to destroy the eternal evil... KUNITOKI!

Commodore screens shown.

Commodore 64/128
Cassette £12.99 and Disk £14.99

Amstrad CPC Cassette £12.99
and Disk £14.99

ZX Spectrum 48K/128K/
+ Cassette £12.99

MAIL ORDER — Please make all cheques and postal orders payable to:
System 3 Arcade Software Ltd. at
23 Pond Street, London NW3 2PN
Tel: 01 435 8448

© 1988 System 3 Software

RoadB

Eat dust, buster. You've got to be a hard-nosed highway star to handle *RoadBlasters,* the ultimate driving and combat game so far.

In the end only one Tarmac Titan can survive in this half-crazed future. Who will that warrior be? Can you deliver the fatal blow?

Well, you'll need tip-top driving skills, deadly accurate shooting talents and staying power to triumph in this half-road race, half-combat but 100 per cent excitement game.

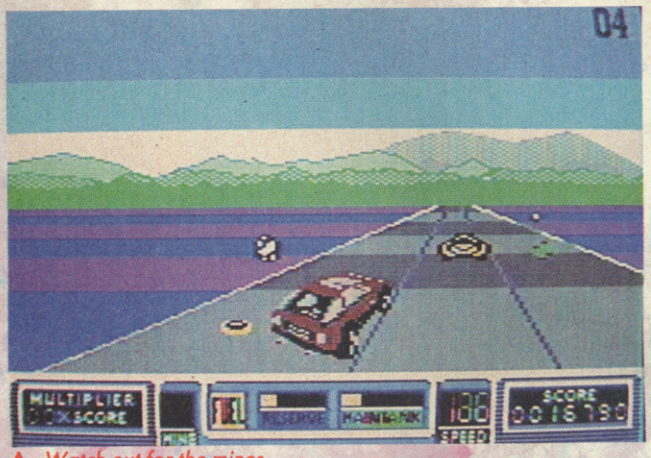
US Gold's conversion of this fantastic Atari coin-op, based on the Matchbox toy car, should be erupting into the software stores anyday now.

The task of putting *RoadBlasters* onto the Commodore 64 has fallen to Amazing Products, the father and son programming team responsible for the 64 version of *OutRun,* now probably the world's best-selling game.

The aim of *RoadBlasters* is to keep right on to the end of the road – and survive! But this game makes *OutRun* look like a Sunday afternoon pleasure drive. All hell lets loose as attacks come from other cars, bikes, mines and road-side gun emplacements.

The car you drive is already equipped with a laser to put zap in your zip. The road leads through a progression of countries with alternating checkpoints and rally points.

The checkpoints are midway goals to aim for with the promise of extra fuel to top up your gas guzzler. Rally points are similar to the finish lines in ordinary races. Get there and you have completed a race section. In all there are 50 sections to compete.



▲ *Watch out for the mines.*

The game ends not if you get blown up a few times – and you will – but if you run out of fuel. All the route are green and red fuel globes to collect. In some sections you can afford to miss out on a few of them but on others it's more or less essential to get everyone to complete the race section.

And now for the enemy.

Command cars. These are fast, sleek and heavily armoured. They don't actually attack you but if, under normal circumstances, you collide with one, it's a wipe out. They can be destroyed if you can get the right weapons. Then it's 100 points for you if you can destroy them.

Stingers. These are fast cars which can be destroyed if you're quick enough. Sometimes they will release a fuel pod. You get 50 points for a kill.

Rat jeeps or buggies. These zippy machines can appear from nowhere, cut you up and cause crashes. Again it's 50 points for a kill.

Motorcycles. Fast and lethal if they get in your way. 100 points for a kill.

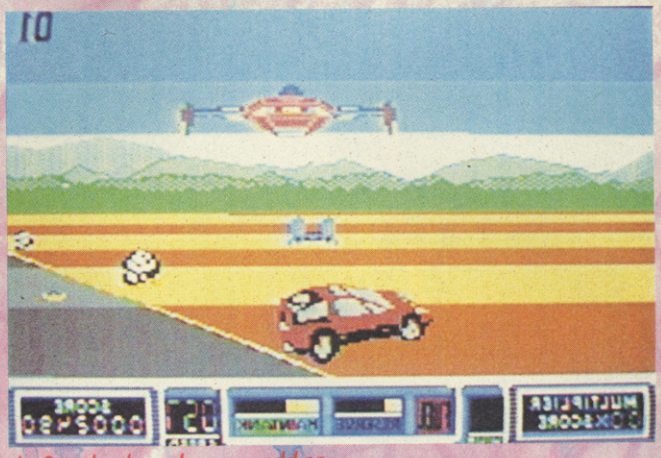
drive as close to the turrets as possible. In that way it's possible to drive under the fire.

Spikers. These prickly-looking objects are dropped from enemy cars. Avoid them at all costs.

Toxic Spills. Hit one of these and you go slip-sliding away.

That's the sum of the powerful forces against you. But you can even up the odds for survival by collecting other weapons.

At certain points in a race



▲ *Supply plane drops an add on.*

Mines. At any stage you can come a cross single or a series of mines scattered on the highway. Avoid them at all costs otherwise the zoom will turn to boom.

And when you're at full speed, that's easier said than done. On some stretches of the road, the mines are placed in strategic patterns.

Gun Turrets. These are found at the roadside, either on their own or in whole groups. The barrage they lay down can be deadly. Take them out and it's 200 points added to your score.

Sometimes it's best to

▲ *The loading screen.*

Blasters

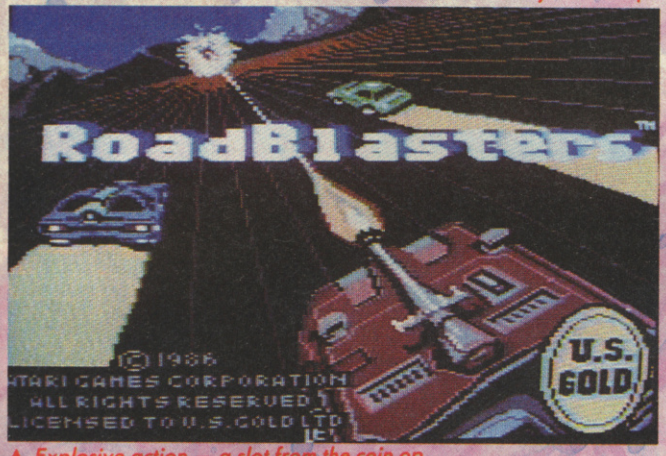
section a support jet zooms in and drops a new weapon. If you can dock with this weapon – basically by letting it drop onto your roof – the enemy can take a pounding. But if you crash, you lose the weapon.

Up for grabs are:

A Cruise Missile. This wipes out everything on the highway but you can only fire three times.

It's important that you choose the right moment to fire – and that's when the road is packed and a crash is

▲ *Assault and battery – coin-op action.*



▲ *Explosive action – a slot from the coin op.*

on the cards.

A Nitro Injector. This increases your speed without using up extra fuel. But this can be a double-edged gift. At these high speeds it's very difficult to react in time to anything in your way.

It should be used sparingly to get you out of difficult situations.

UZ Cannon. This increases your fire power by about a third.

This is the master blaster.

Electro Shield. Get this and you become invincible for a certain time.

The CBM 64 programmers, father and son Dennis and Martin Webb, have packed all the game's original features into five loads.

"We've tried to keep *RoadBlasters* as close to the original as possible," said Dennis, who is responsible for the game's graphics. Son Martin concentrates on the programming.

"Nothing has been copied from *OutRun*," adds Martin.

OutRun attracted quite a few adverse comments from the critics and the Webbs are, understandably, a little upset.

"We gave it our best shot," says Dennis. "We were very proud to have done it. I do hope people who bought the game don't feel cheated."

The Webbs hit the big time as a programming team relatively quickly. Their first published games were *Max Torque* and *Snap Dragon* for BubbleBus. Then came the Commodore 64 *OutRun* commission. And now *RoadBlasters*.

Future plans are underwraps at the moment.

Meanwhile, back to *Roadblaster* and other conversions.

Work is underway out on the Spectrum, Amstrad, Commodore, Amiga and Atari ST versions. At the time of writing US Gold plans to release all versions during June.

COMPETITION

How would you like to get your hands on a hard-driving, sense-stunning, brain-banging, muscle-mangling *Roadblasters* coin-op?

The impossible dream? A flight of fantasy? Not with Computer + Video Games it isn't. US Gold has given one of these mean machines for you to win.

All you have to do is answer these US Gold game questions to be with a chance. Ready?

1. What is the name of the mega successful US Gold/Access Golf game? Answer.....

2. What was US Gold's number one smash game this Christmas? Answer.....

3. What are the four coin-op conversions scheduled for release on US Gold's Go label? Answer.....

4. *Gauntlet* was another US Gold smash. Who produced the original coin-op? Answer.....

Tie Break. In not more than 25 words say why you would like to win a Roadblasters Coin-op.

Roadblasters Competition

Name.....Age.....

Address.....

.....

.....

The closing date for the competition is June 16th and the editor's decision is final.

TAITO
COIN-OP
RASTAN
"This is entirely consistent with the original coin-op. It offers a welcome change in background graphics. You will need all of the combat skills that you have mastered in previous levels if you are to win."
C+VG
GAME OF THE MONTH
C+VG
"Superb use of BRIGHTs with detailed drawings of all the large characters. Rastan contains some of the best enemy sprites I've seen for ages. Rastan is a great game for all you closet mad axe-wielders out there. Anyone remotely interested in the barbarian course and those new to the sport have nothing to lose."
Crash
A CRASH Smash
...the Warrior King
The latest hit coin-op from Taito.
Lands that produce men of legend, dragon slayers, lie in his shadow – guardians of evil fear his fire spewing sword, the axe he weilds as swift as lightning. State of the art programming makes a true simulation of the Arcade for your home micro, enjoy superb graphics and realistic action as RASTAN takes on a world of dangers – magical wizards, fire breathing lions, bats, snakes, skeletons and finally the living dead.
Is it more than you can handle?
Imagine
the name of the game
Spectrum 7.95 Cass. SPECTRUM + 3 DISK 14.95
Commodore 8.95 Cass. 12.95 Disk
Amstrad 8.95 Cass. 14.95 Disk
Licensed from Taito Corp., 1986, Programmed for Amstrad, Spectrum, Commodore by Imagine Software.
Imagine Software Limited · 6 Central Street · Manchester M2 5NS · Tel: 061 834 3939 · Telex: 669977

Quadralian

► MACHINES: ATARI ST, AMIGA (OTHERS TO BE ANNOUNCED).
► SUPPLIER: LOGOTRON.
► PRICE: N/A.
► VERSION TESTED: ATARI ST.
► REVIEWER: DAVID BISHOP

Some time ago Logotron released a fiendishly designed puzzle game called XOR which attracted a modest cult following amongst devotees of the gendre. Now Astral Software, creators of XOR, have come up with a sequel called *Quadralian* which, they hope, will appeal to many more mainstream gamers.

Although by no means abandoning the puzzle influence of its predecessor, *Quadralian* is an attempt to woo the more arcade-minded punter with slicker graphics and lots of moving thingies with the added attraction of being able to trash most of them with a laser.

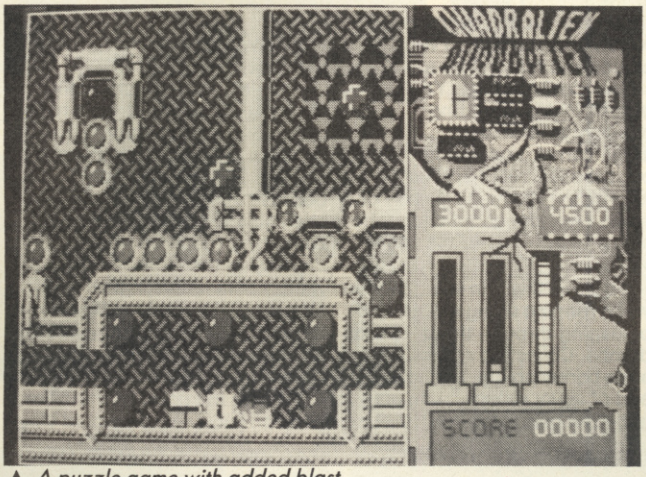
By the middle of the 21st Century, man's insatiable appetite for energy has necessitated the deployment of a number of huge nuclear power stations in permanent orbit around the Earth.

As luck would have it, some incredibly inconsiderate alien life-form has chosen one of these power stations to live in, feeding off the raw energy being produced by the core of the reactor.

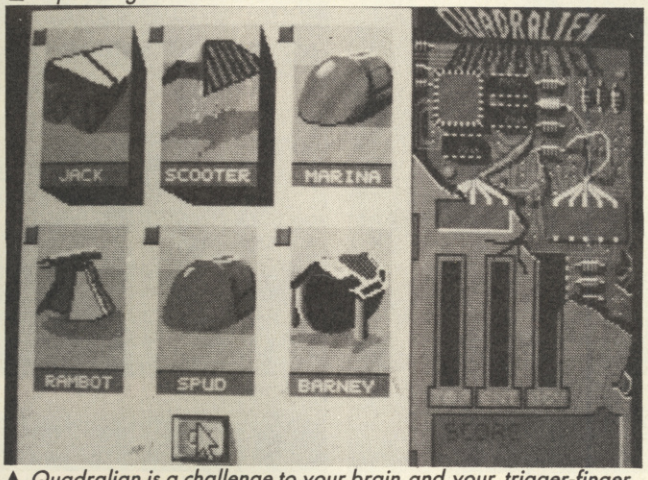
The action takes place in the four levels of the power station and is viewed from above through a multi-directional scrolling window. Having selected two out of the six droids available to you, your task is to guide them through the six locations on each of the levels, mopping up all things radioactive as they go.

But life is never that simple and many of the locations have either been devastated by fire causing all the lighting to fail, contain hidden contamination which only a Geiger counter can expose, or are such sensitive areas that lasers are automatically disabled.

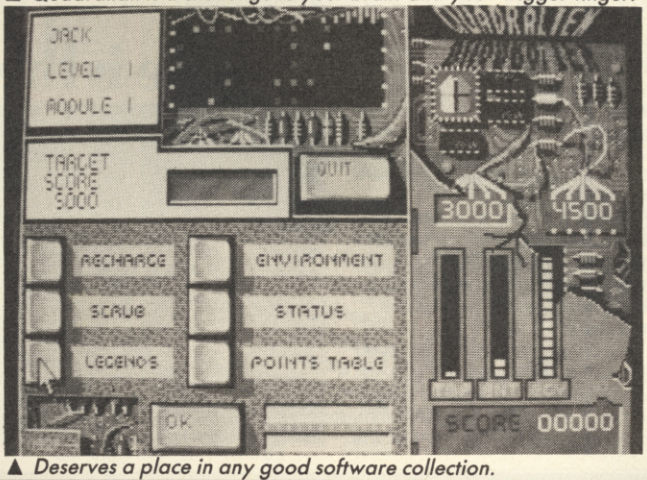
In fact every location poses its own special set of problems so it's imperative to select the droids best equipped to deal with each new set of circumstances as it comes along.



▲ *A puzzle game with added blast.*



▲ *Quadralian is a challenge to your brain and your trigger-finger.*



▲ *Deserves a place in any good software collection.*

Apart from vast quantities of radioactive contamination, each room is packed full of various elements, some static, others moving or movable, but all of which pose one problem or another to the mobility or life expectancy of your droids.

Elements include force fields which restrict movement to a single direction, and Attractors (A's) which were originally the robotic work-force on the station, but which now are charged so that they are drawn together when in close proximity to one another.

Repellers (R's) are the exact opposite to attractors preferring where possible, to keep their distance to each other. A's and R's can be pushed around the room and destroyed by laser fire. But, because of the way they react to one another, moving one of these highly-charged ex-robots often causes many others in the immediate vicinity to ove as well.

Predicting what effect moving an A or R will have, is one of the more challenging aspects to *Quadralian*.

Each successive level presents you with a fresh set of ever more devious problems to solve, as well as a new rash of aliens to blast. As you progress through the game you'll learn what droids to use where, and will soon recognise all the different elements automatically, rather than having to continually use the console readout screens to remind you of what they are.

Having progressed this far up the learning curve you can concentrate fully on the task as hand which is both enjoyable and challenging to brain and trigger-finger alike.

All in all a fine marriage between arcade and puzzle game, rounded off by some nice David Whittaker music, worthy of a place in any thinking person's software collection.

► GRAPHICS	7
► SOUND	6
► PLAYABILITY	7
► VALUE	8

C+VG REVIEW

Revenge II

► MACHINE: ATARI ST.
► SUPPLIER: MASTERTRONIC.
► PRICE: £9.99.
► REVIEWER: CHRIS JENKINS.

I remember when Jeff Minter was the one remaining hope in the games software industry, the last of the wild-eyed, shaggy-haired independents churning out crazy games guaranteed to pop your eyeballs. What a disappointment, then, that Jeff has failed to meet the challenge of the Atari ST and the Amiga by coming up with games as amazing as were his early efforts on the Commodore 64.

Not that *Revenge II* is really Jeff's work; while the concept's identical to that of his eight-bit versions, all the programming work was done by Icon Design, and a right hash they've made of it.

Having thousands of sprites dashing around exploding is fine on an eight-bit machine, but on an ST we expect something in the way of graphic sophistication.

All we have here is lousy sound effects, and chunky low-resolution sprites performing in front of what could have been nice backgrounds if it weren't for the cotton wool clouds and featureless skies.

The plot? Minimal. You're a 90 foot high death-spitting neutronium-shielded mega-camel, and you have to blast thousands of sprites resembling Pacmen, glasses of lager, cigarette ends, telephone boxes – you know, the usual stuff.

You can shoot in any direction while running along the ground or leaping through the air to drop dombs. Collecting special tokens adds bonus points, and at the end of every round, if you aren't grid, and goodness knows what reduced to a collapsing skeleton by collisions with baddies, you are returned to the Game Grid. Here you have the option to use your bonus points to buy new weapons, including Big Bullets, Smart Bullets, extra shields and extra camels.

Then it's time to choose the next zone you want to tackle on the grid (you can play through the game in any one of dozens of directions) and return to the mayhem.

Each gridzone you've played becomes transparent if you've completed it, or marked with a cross if you died. The only aim is to complete 100 per cent of the happens then because I don't think anyone would have the patience to do it.

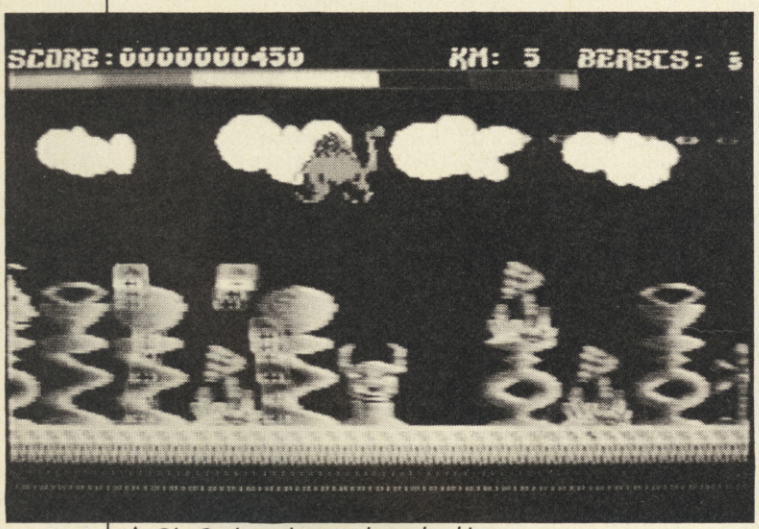
A big disappointment really, firstly because Icon Design have done absolutely nothing to enhance the game in transferring it to the ST, and secondly because Jeff Minter should have been able to come up with something much more impressive than this by now.

For some reason which is completely beyond me this Atari ST version of Revenge II carries an endorsement from a Commodore 64 magazine.

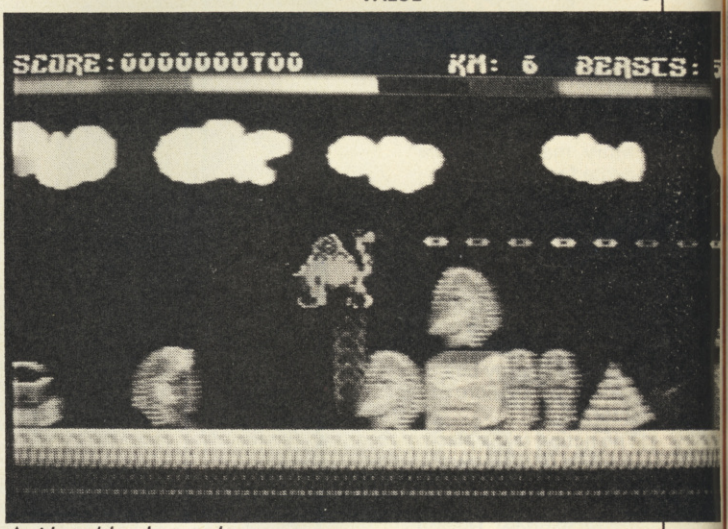
What is the point of that? For what possible reason would an ST owner want to know whether or not the game was any good on the 64?

That gripe aside it is still nice to see Mastertronic whacking out 16-bit titles at £9.99. Sure Revenge II is not the best thing either of them have ever done – but remember just a couple of issues ago – the excellent Side Winder – that was a C+VG Game of the Month, so I am sticking with M'tronic for the time being.

► GRAPHICS	5
► SOUND	5
► PLAYABILITY	5
► VALUE	5

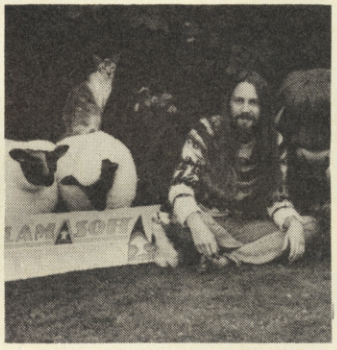


▲ *Oh, God . . . the camels are back!*



▲ *I hate bloody camels.*

Where is the hippy now?



STOP PRESS...
Alive and well and still saying 'wow' according to a recent rumour. Though most recent sightings of the hairy one have been in deeply agricultural North Wales – he is still tinkering with his visionary Colour Space utility. However, don't expect to buy it for your home computer. It is now so sophisticated that its proper place would be on stage to enhance the lights shows for live gigs. How about it Pink Floyd?

elite

Elite Systems Ltd.,
Eastern Avenue
Lichfield, Staffs.
WS13 6RX England.
Telex: 336130 ELITE G

BUGGY BOY NOW AVAILABLE ON ATARI ST AND SPECTRUM

THUNDERCATS ATARI ST £19.99

Lord Liono, T.V. hero and Lord of all Thundercats, sets out on a mission to rescue his pals and retrieve the stolen "Eye of Thundera". Based on the popular video and T.V. series, Thundercats contains tremendous graphic detail, superb animation, and an addictiveness that will soon have you hooked.

COMING SOON

© 1985 Telepictures Corporation, Leisure Concepts, Inc. and Ted Wolf. All rights reserved.

SCREENSHOTS ATARI ST

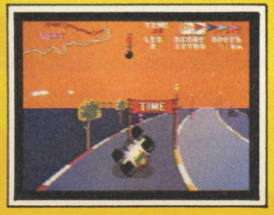
BUGGY BOY ATARI ST £19.95 SPECTRUM £7.95

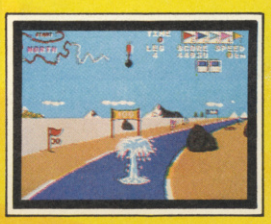
A coin-op conversion of the thrilling 3D racing game. You will need racing skills, ultra-fast reactions, but also an element of strategy to get among the top scores. These qualities made Buggy Boy a major coin-op hit; now completely re-written for the ST, Buggy Boy will bring out the very best from your computer.

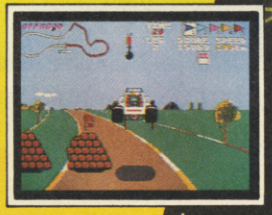
© Elite Systems Ltd. 1987
Licensed from © Taito Corporation. Original game developed by Tatsumi Electronics Co.

Access VISA

SCREENSHOTS ATARI ST







Consumer Hot Line: (0543) 414885

Out

► MACHINES: SPECTRUM, CBM 64, ATARI ST, AMIGA, AMSTRAD, SEGA.
► SUPPLIER: US GOLD.
► PRICES: CBM 64/128 £9.99 CASSETTE, £11.99 DISK, SPECTRUM £8.99. AMSTRAD CASSETTE £9.99, DISK £12.99, ATARI £19.99. (SEGA VERSION DISTRIBUTED BY MASTERTRONIC).
► REVIEWER: EUGENE LACEY.

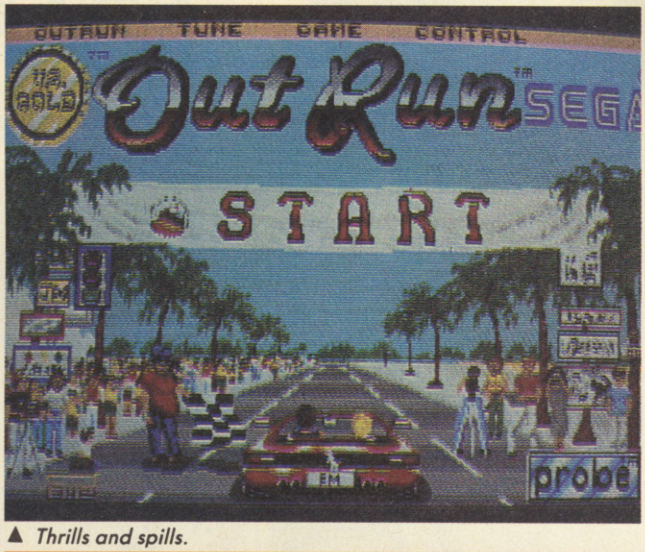
At last a decent version of *Out Run*. The ST version has been a long time brewing at US Gold but it has been worth the wait.

There can't be a computer games fan in the country who hasn't by now had a go on the best driving coin-op ever released. If you haven't, just let me describe it as every red blooded male's fantasy – a Ferrari Testarossa, an open Californian coastal highway, a beautiful blond beside you, and the sun in the sky.

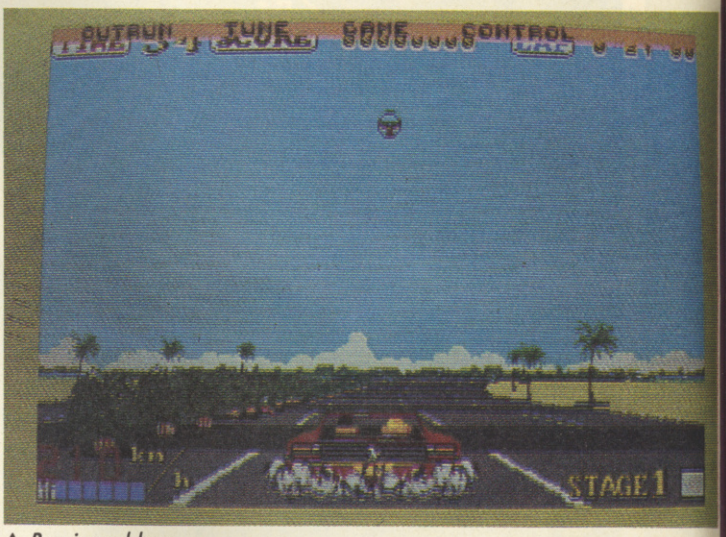
The 8-bit versions received a mixed reception from the reviewers bur the games playing public loved it – making it the best selling game of last year, also voting it C+VG readers Game of the year at the Golden Joysticks Awards.

If you are lucky enough to own an ST you are in for a treat. The best thing about this version is that it is *Out Run* in its entirety extended play levels, the map at the end of each session showing you your progress, and most of the graphical thrills and spills of the coin-op are here.

Don't get me wrong. This is a far from perfect conversion – but it does succeed in getting the fun and excitement of the coin-op across on a home machine in a way that the other versions fail to. That in itself is a considerable achievement.

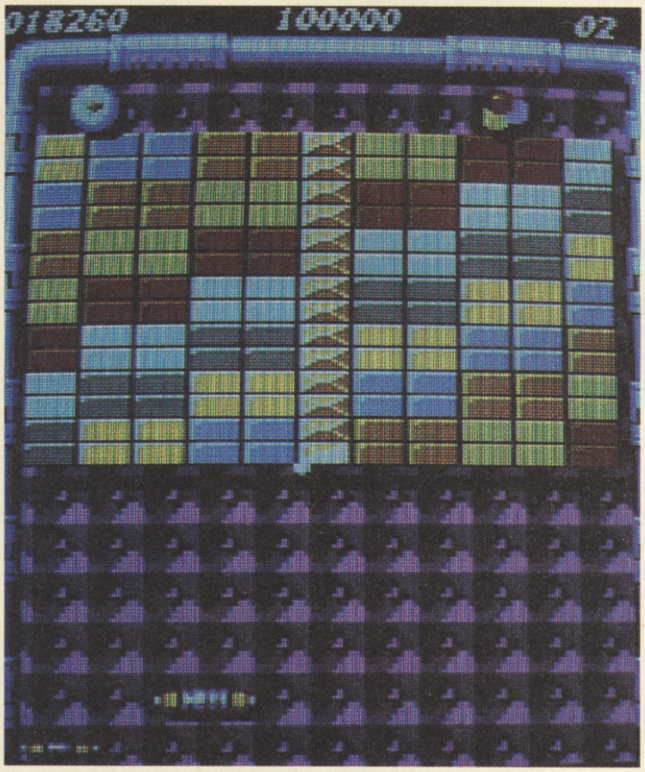


▲ *Thrills and spills.*



▲ *Burning rubber.*

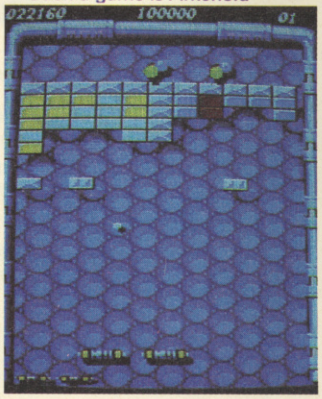
Arkenoid-Re



► MACHINE: AMSTRAD/SPECTRUM/CBM 64.
► SUPPLIER: IMAGINE.
► PRICE: £8.95 (AMSTRAD).
► VERSION TESTED: AMSTRAD.
► REVIEWER: PAUL BOUGHTON.

The dearth of decent Amstrad games continues with only the odd game arriving in the office which is worth dusting down the 464 for.

Such a game is *Arkenoid – Revenge of Doh*. Is Imagine the only software house turning out decent Amstrad games these days?



Of course, it's the old, old *Breakout/Tonic Tiles/Addictaball/Trazz/Arkenoid* 1 formula re-made, re-modelled and re-marketed. But it's still a damn good game worth shelling out for.

The Amstrad version is probably the hardest of all the *Breakout* clones I've played. It took an enternity to clear the first screen-due mainly to the fact that the first line of bricks had to hit at least three times before disappearing and that the bat movement was so slow. It was like playing in treacle.

However, once the first line of defence crumbles things become a little easier.

The weapon capsules come thick and fast, dropping not just singly but in whole clusters, making it difficult to choose which one to go for. I often found I got

◄ *Damn good game.*

trun

The lasting appeal of this fairly simple, against the clock, driving challenge has been greatly increased by the addition of several game play options.

Graphics are competent in this version – though not in the super league. They aren't very smooth.

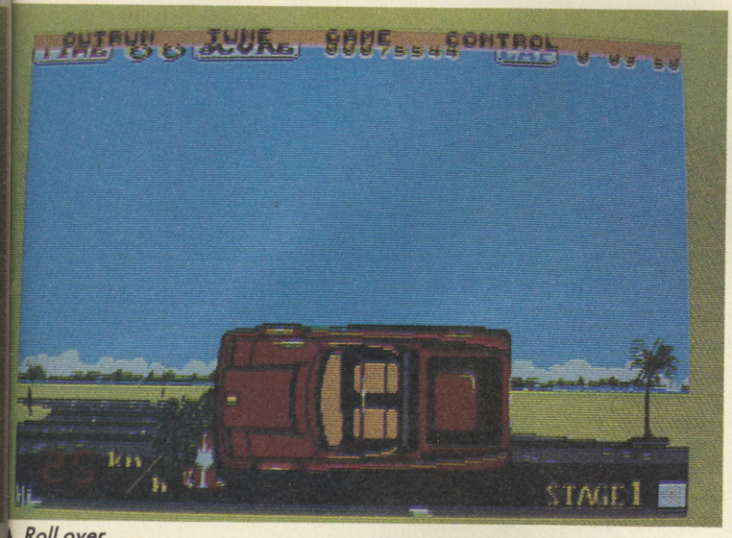
Apart from these moans about the animation the drawings themselves are fine.

What really sets the ST version apart from the 64 and Speccy renderings of *Out Run* is the sound. Here is the *Out Run* music on a home system for the first time, courtesy of Dave Whittaker, probably the best computer muso around now that Hobbard has hopped off California.

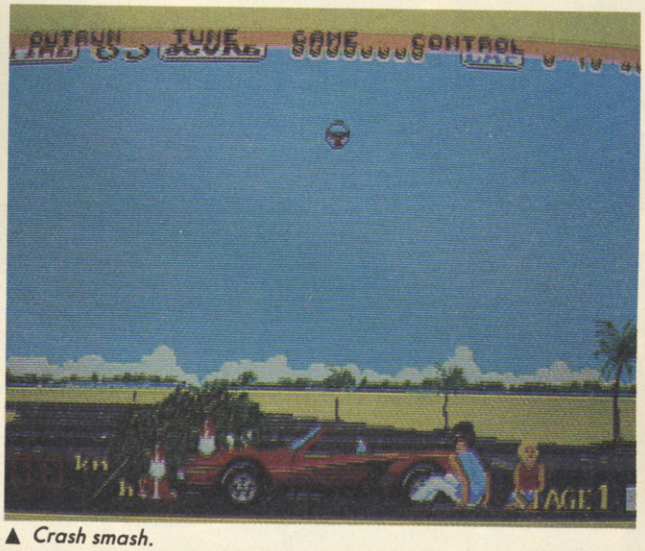
US Gold can breath a hefty sigh of relief with this version of the brilliant Sega coin-op. A lot was expected of the first 16-bit version and no one need be embarrassed about it.

If you own an ST you simply mustn't be without a copy of *Out Run*. A game to keep coming back to.

- ► GRAPHICS 7
- ► SOUND 7
- ► PLAYABILITY 7
- ► OVERALL 7



▲ Roll over.



▲ Crash smash.

venge of Doh

the right one only to find another capsule dropping onto the bat before I could move away.

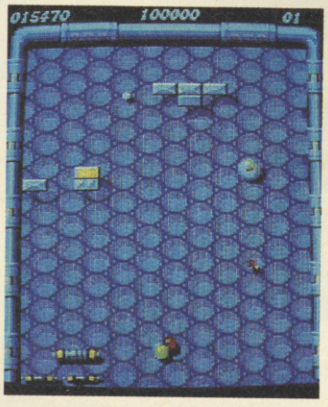
These capsules are the normal ones you'd expect from this sort of game plus a few new ones.

They include, bat enlarger – and one which diminishes its size – lasers, stickability, double bats, multiple balls etc.

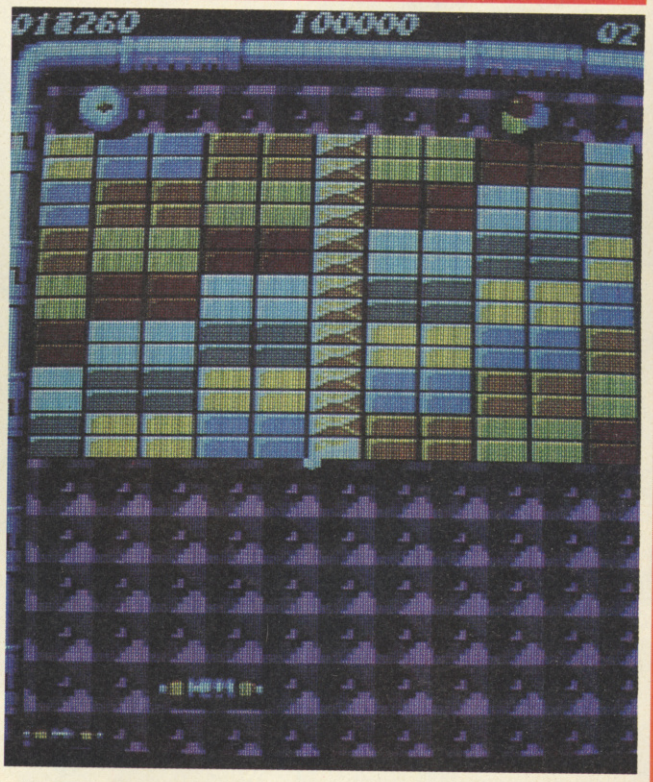
Clear the screen and you're given a choice of the next screen. You can either exit left or right to the next challenge. I don't remember that being available on the first Arkenoid.

With a product such as *Arkenoid – Revenge of Doh* you know what you're getting. The only question is how well has it been done. The answer with this game is very well. Despite some initial reservations about the slowness of the bat, I kept on playing and playing and playing.

- ► GRAPHICS 8
- ► SOUND 7
- ► VALUE 8
- ► PLAYABILITY 9



Bug it. ►



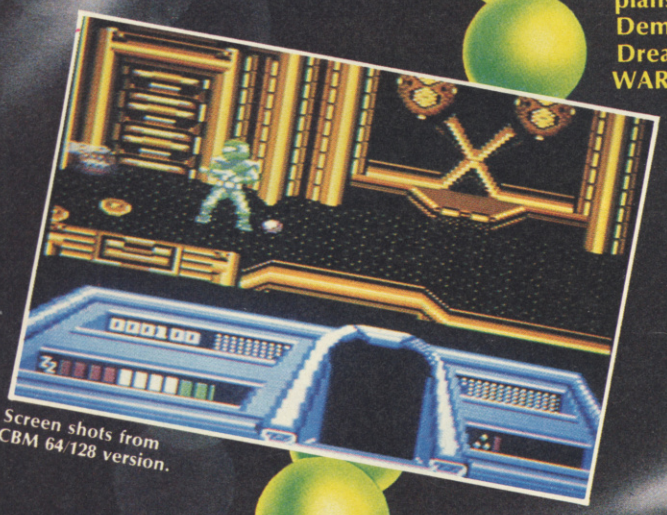
DREAM WARRIOR™

A KALEIDOSCOPE OF PSYCHOLOGICAL WARFARE!

The life forms of three prestigious government officials have been captured by the dreaded Dream Demon. He now has the vital information to formulate his evil plans. Overcome the Two Headed Monster, the Demi-Demons and the final confrontation with the Dream Demon himself and then only you, the DREAM WARRIOR, can save the world.

Combining strategy and depth of gameplay with fast action, DREAM WARRIOR is beyond your wildest dreams .....

Because your wildest dreams will become a ***NIGHTMARE*** .....



Screen shots from CBM 64/128 version.

Dream Warrior
© 1988 Tarann Ltd.

	Tape	Disk
CBM 64/128	£9.99	£11.99
Spectrum	£8.99	
Amstrad	£9.99	£14.99
IBM PC		£19.99

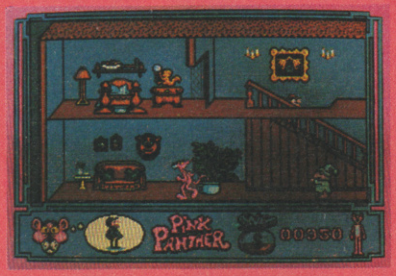
U.S. Gold Ltd., Units 2/3 Holford Way,
Holford, Birmingham B6 7AX. Tel: (021) 356 3388

U.S. GOLD

PINK PANTHER

© 1988 UNITED ARTISTS INC.,
all rights reserved

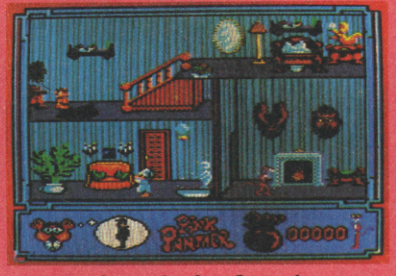
COMPUTER GAME



Screen shot from Atari ST

Spectrum £8.99t
Spectrum +3 £12.99d
CBM 64/128 £9.99t £12.99d

GREMLIN



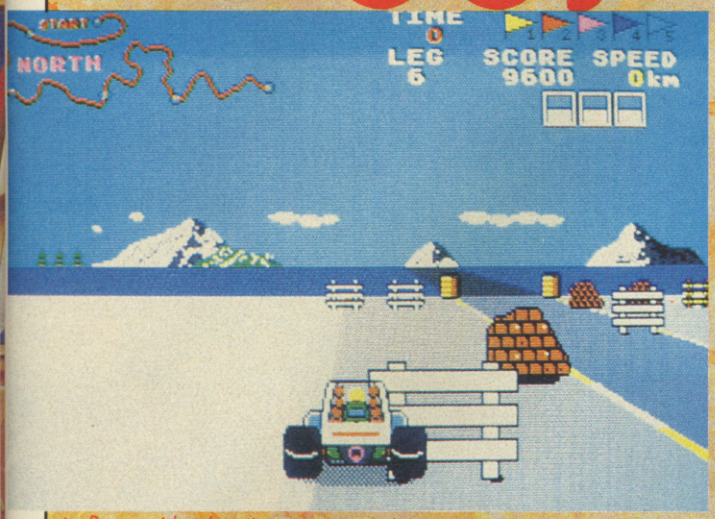
Screen shot from Amstrad

Amiga £19.99d
Atari ST £19.99d
Amstrad £9.99t £14.99d

MAGIC BYTES

Gremlin Graphics Software Ltd., Alpha House,
10 Carver Street, Sheffield S1 4FS. Tel: 0742 753423

Buggy Boy



▲ *Bang with a barrier.*

► **MACHINES: ATARI ST/SPECTRUM/CBM 64/ AMSTRAD.**
► **SUPPLIER: ELITE.**
► **PRICE: £19.99 (ST).**
► **VERSION TESTED: ATARI ST.**
► **REVIEWER: PAUL BOUGHTON.**

Hang onto your seat, baby, it's going to be a rough, tough ride. We're going burn a lot of rubber.

Elite's *Buggy Boy* is an Atari STunner. And that, to be perfectly honest, took me a little by surprise.

My first impressions of this Taito coin-op conversion were of mild disappointment. It looked good, sounded good, but somehow played a little slow.

Try as I may, I just couldn't see myself finishing one section of any of the five courses. Time just wasn't on my side.

And then suddenly it all just clicked. All the way it was fun, fun, fun.

I've never been a number one fan of driving games in the past, especially on the home computer. But *Buggy Boy* really cuts it for thrills and spills.

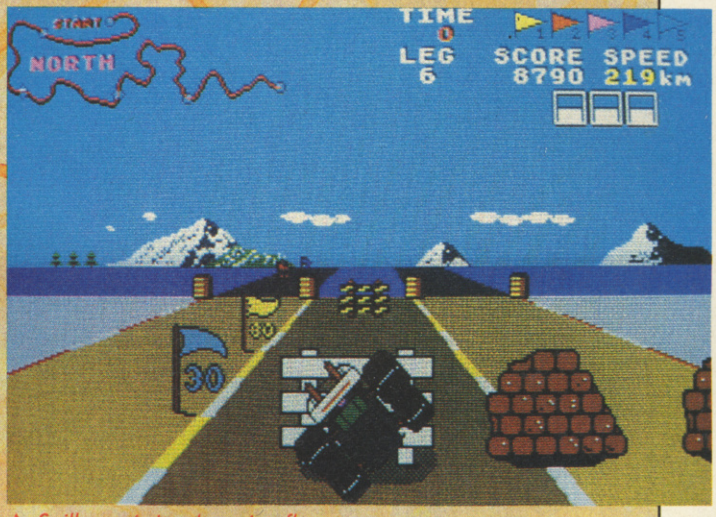
There are five courses to choose from. Each leg of the course must be completed in around 70 seconds. The course is littered with boulders, tree trunks, trees, barriers and walls. So you need to be pretty quick with the steering to avoid these traps. Hitting the boulders will send your buggy head over heels. Bashing a tree trunk head on will send you flying through the air, hopefully landing on all four wheels again. Clipping a small stone could send the buggy up onto two wheels.

You are disqualified if you fail to complete each leg in time. A time bonus can be picked up by driving through the appropriate flags. But these bonuses can only be used on the leg following. So it's important to get in a good, fast first leg, picking up the most extra time you can.

Meanwhile there are points flags to hit and "score" gates to drive through. Collecting these flags in the correct order will give additonal points.

The most difficult part of the courses for me were the narrow bridges, getting dunked in the water became very tiresome.

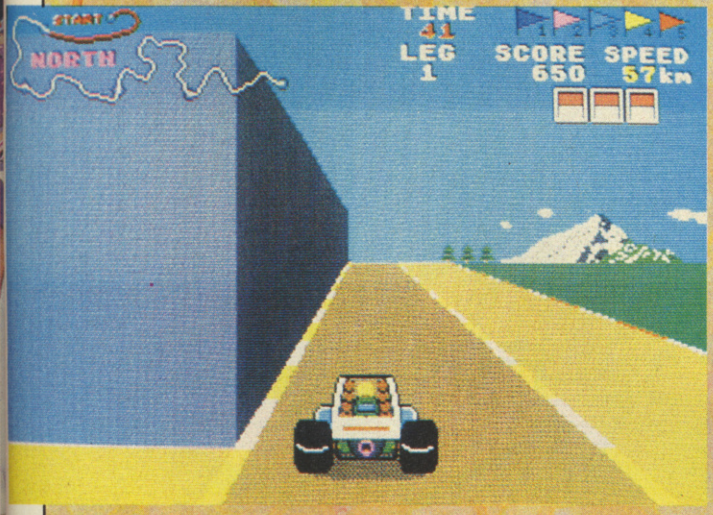
Elite's been pretty quiet on the new games front of late and hopefully *Buggy Boy* heralds their return. A great "comeback" game.



▲ *Spills – missing the points flag.*

► **GRAPHICS** 8
► **SOUND** 8
► **VALUE** 8
► **PLAYABILITY** 9

C+VG HIT!



▲ *Full speed down the straight.*

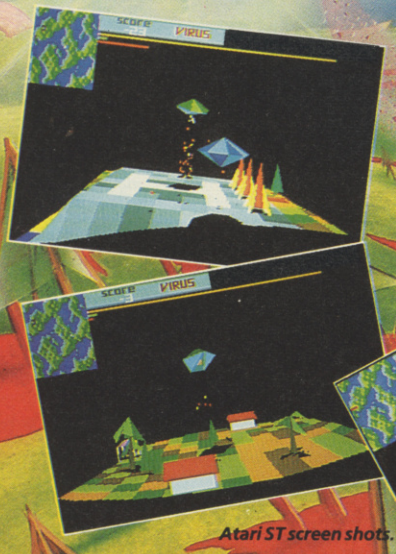
▲ *Success – completion of a leg*

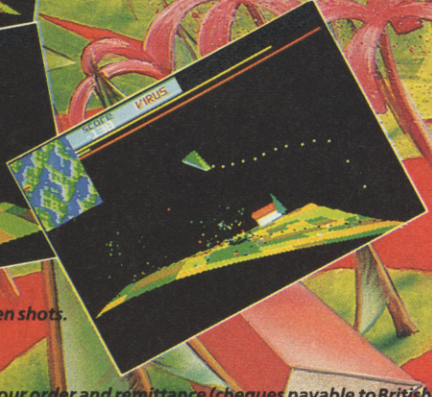
When *Buggy Boy* came out on the CBM64 at the end of last year, Tim gave it a *C+VG* hit, reckoning that in terms of playability it "almost goes off the old *C+VG* ometer".

A *BB* looks really good on the Speccy too, with big, clear sprites, and some clever programming.

BY THE CO-AUTHOR OF ELITE-DAVID BRABEN

VIRUS





Atari ST screen shots.

FIREBIRD

For mail order please send your order and remittance (cheques payable to British Telecom plc or direct debit from Access/Visa card by stating card number and expiry date) to:- The Marketing Department, Telecom Soft, First Floor 64-76 New Oxford Street, London WC1A 1PS.

Telecom Soft, First Floor, 64-76 New Oxford St, London WC1A 1PS.

Firebird and Firebird Logo are trademarks of British Telecommunications PLC.

A LEGEND IN GAMES SOFTWARE

Atari ST £19.95, Amiga £19.95, Spectrum Cassette £7.95, Spectrum +3 Disc £12.95

Verran

EUROPE'S LEADING
COMPUTER REPAIR CENTRE

AMSTRAD 464	COMMODORE 64	SPECTRUM	SPECTRUM PLUS 2
£25.00	**£22.95**	**£15.95**	**£19.95**

YOUR MICRO DESERVES THE BEST ...

When your home or business micro costs several hundreds of pounds, it deserves the finest repair facilities in Europe (well, probably!). And the finest prices – £5 off trade rates for a limited period only. ★ How? At Verran we use our own range of advanced automatic test equipment (now sold worldwide), backed by stringent 2-8 hour soak-rack testing. That means speed, ultra-low prices and, most important, guaranteed reliability. For the first three months we'll repair any fault free. For the next three, at half these quoted prices. ★ It's the finest service available.

★ Currently we handle over 3500 products on average every day. Providing services for such leading companies as Amstrad plc, Commodore Business Machines, Sinclair Research, Rank Xerox, Dixons, Currys, Boots, W H Smiths, John Menzies and many more. ★ Join them and take up our special offer now.

Recommended and Approved by **ACORN** **AMSTRAD** **ATARI** **COMMODORE** **SINCLAIR**

. . . AND UNBEATABLE DISCOUNTS ON ALL COMPONENTS!!!

★With over £500,000 worth of spares in stock, we can meet many of your specialised requirements. We've listed a few examples and for anything not displayed just call us and we'll quote immediately inclusive of first class post.

SPECTRUM SPARES

Z80 CPU	2.50
ULA6001	7.00
Power Supply	6.50
ROM	7.00
4116 RAMS	.75
ZTX660	.40
ZTX213	.40
Keyboard Membrane	
Spectrum	3.00
Spectrum Plus	8.00
QL	9.00
Metal Templates	3.00

COMMODORE SPARES

6510 Processor	12.00
6525 CIA	12.00
6581 Sid Chip	15.00
901225 Graphic ROM	10.00
901226 Basic ROM	10.00
901227 Kemal ROM	15.00
906114 House Keeper	10.00
6569–VIC	18.00
4164 RAMS–Memory	1.50
Power Supplies	
C64	19.50
C16	15.00
Plus 4	15.00

All the above prices include VAT but please enclose a further £1.50 post and packing on all components orders. All payment in pound sterling.

HOW TO CONTACT US

★For quotes on computers not listed or on any component, telephone 0276 66266. (Quoting VID/068).

★To send us your micro for repair, mail it securely packed, accompanied by cheque, postal order (made out to Verran Micro Maintenance Limited) or quote your Access or Barclaycard number. And to obtain your special discount quote VID/068 .

Verran

Verran Micro-Maintenance Limited, Unit 2H & 2J, Albany Park, Frimley Road, Camberley, Surrey GU15 2PL. Telephone 0276 66266.

Garrison II

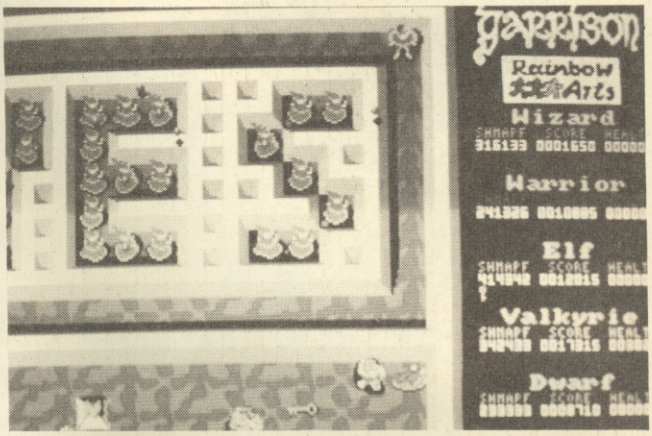
► MACHINE: AMIGA.
► SUPPLIER: GO!
► PRICE: £24..95.
► REVIEWER: DAVID BISHOP

While US Gold may not have liked *Garrison* enough to buy the company, they certainly recognised a winner in the Digital Dreams program. That and the fact that *Garrison* was just a little too much like *Gauntlet* caused US Gold to make the German company an offer they couldn't afford to refuse.

Doubtless bolstered by this success the programmers went away and spent the next five or so months working on the sequel called, with a singular lack of inspiration, *Garrison II*.

This time the Princess Angelique has suddenly fallen ill and only the magic herb which can be found at the very top of a dark magician's castle can save her. The same five character who slogged it out in the original get to do it all over again through another 128 energy sapping levels.

So much for the plot, the question of whether the herb actually exists is rather incidental as I can't honestly see anyone completing this game. If you played and loved the original *Garrison* you are either going to love the sequel, or be very disappointed, both for the same reason. Yes, what Ultimate did with *Knight Lore* and *Alien 8*, and got so roundly criticized for, Digital



Droids – Escape fro

► MACHINES: CBM64/ SPECTRUM/AMSTRAD.
► SUPPLIER: MASTERTRONIC.
► PRICE: £2.99.
► VERSION TESTED: CBM 64.
► REVIEWER: PAUL BOUGHTON.

There is one golden rule: playing computer games should be fun. Did anyone tell that to the people who produced *Droids – Escape from Auren?*

The subject matter seemed quite promising. The game, according to Mastertronic, is based on the current Droids cartoon strip, featuring *Star Wars* heroes R2-D2 and C-3PO.

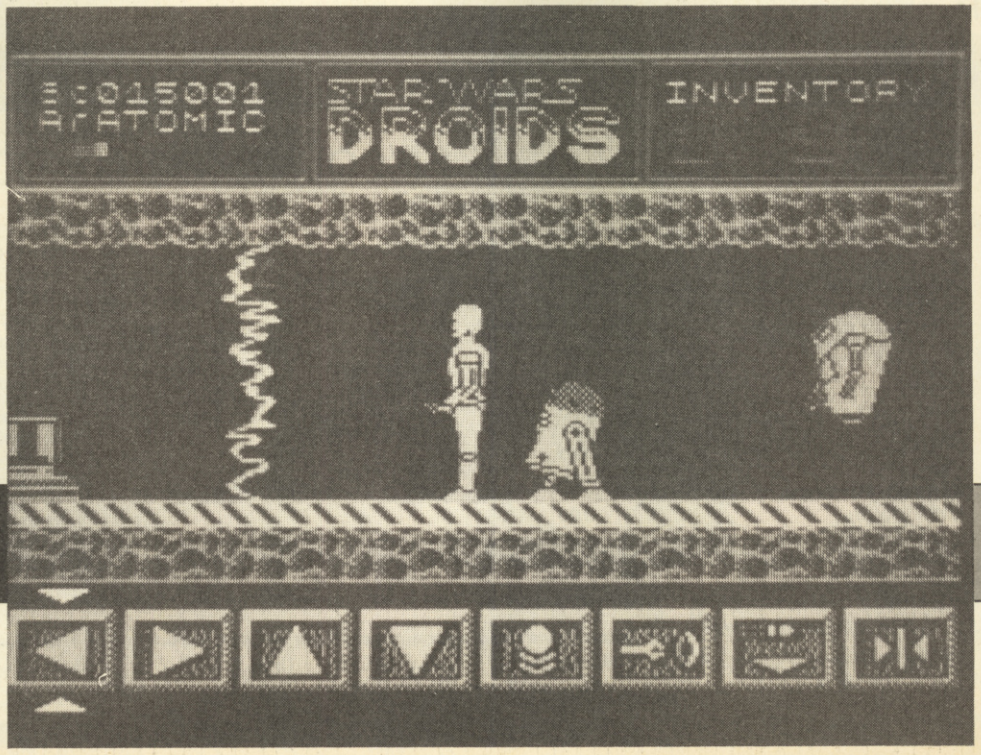
An evil bunch of villains known as the Fromm gang have escaped from a high security prisonj on the planet Ingo and returned to their former base on Ingo's moon, Auren.

R2-D2 and C-3PO are falling to the moon's surface in their shuttle pod. They crash on the surface, and are captured by the gang. Our droid heroes are imprisioned inside the moon's cavernous interior. But R2-D2 breaks out of the cell using his probe arm. The task is now to escape and reach the surface, where, unbeknown to the Droids, Jord and Thall are waiting after following the pod.'

Who are Jord and Thall? I hear you ask. Sorry but that's not explained in the game notes.

You control C-3PO, R2-D2 automatically follows.

The screen is split into two areas, the top two thirds being the playing area and the remainder a series of icons which allow the droid to perform

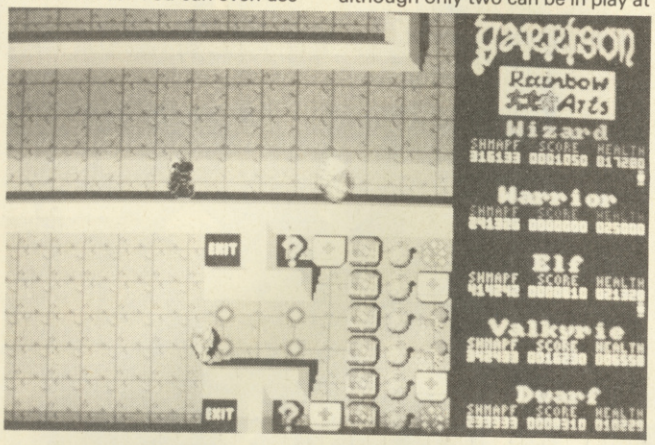


has done here. *Garrison II* is the same game as the original but with new floorplans and a couple of new monsters.

When I say the same game, I really mean this is the same game program. The lazy Germans have kept the same excellent sampled music on the title page and high score tables, the annoying factor of all the characters looking the same unless you have a one meg Amiga, and the character names and statistics. You can even use disc two, the scenery disc, of *Garrison II* with disc 1 of *Garrison I*, or vice versa.

If you already have the original then further reading is not required, rush out and treat yourself to more of the same quality arcade action. If not, read on.

Garrison is not so much a *Gauntlet* variant, but rather a straight clone. Up to five different characters can enter the castle, although only two can be in play at once, each having their own good and bad points. These stats can be altered, for better or worse, through quaffing one of the may portions lying around the place.



However, nothing short of a miracle is going to do the elf any good, who while being very nimble footed, is a complete wimp and rapidly eneds up as monster fodder.

Locked doors, secret doors and breakable doors help bar the way, while keys and teleports aid in circumnavigating them. And all the while the largest and meanest collection of unfriendly sprites every to occupy a dungeon (or tower) are lining up to belt you.

The play screen is not only large, but scrolls fairly quickly and smoothly, even when weighed down by the massed hordes of monsters out to toast you. Some of the swines are particularly nasty, just like the programmers sense of humour with levels entitled Deluxe Pain 2, Summer Games III and Dinner for One.

Death is,as ever,an everyday problem. Not just dying, but the bloke in the black outfit wielding the scythe, ready to chop any regular hero down to size. In your defense there's the smart bomb style scroll, and chicken legs, chunks of meat and first aid kits to repair some of the damage afterwards.

And so it continues, problems and puzzles, oodles of hacking and slaying and magic, sampled effects punctuating the dull ringing noise that permeates the game, and the excellent music when it's all finally over and the quest has come to and end.

If you have already bought *Garrison I* then the question is do you want to pay a hefty £25 for an extra set of levels. If you haven't, then the choice is much easier.

- ► GRAPHICS 8
- ► SOUND 9
- ► VALUE 5
- ► PLAYABILITY 9

m Auren

certain tasks. For instance, move left or right, throw a crystal, duck, go up or down in a lift.

Moving around the cave passages there are aliens of varying strength. These can be destroyed by chucking crystals at them.

R2-D2 and C-3PO each face other hazards. There are controllable obstacles which are operated via consoles. Once a console has been taken over, using the appropriate card, the card is destroyed.

The operating of the consoles forms a sub-game. When R2-D2 plugs into one the screen switches to this subgame. It consists of seven coloured blocks, which correspond to the seven octaves, which will blink in a (random) sequence.

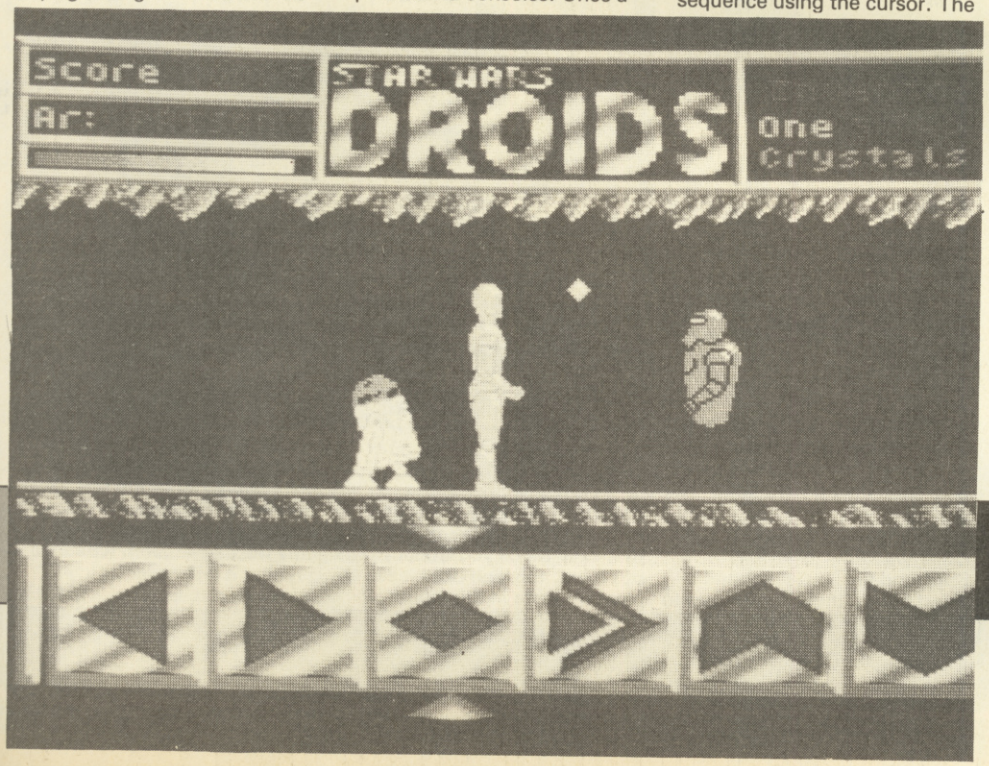
You must then re-enact this sequence using the cursor. The harder the level the longer the sequence.

The obstacles include opening and closing rubbish chutes, magnets, sprinklers, sparks and doors.

The main fault of the game lies in the icons. Virtually everything the droid does is controlled by them, even down to moving left or right. The simple act of changing direction becomes exceedingly tedious and turns an already unexciting game into a boring one.

Dreary *Droids* should be avoided.

- ► GRAPHICS 6
- ► SOUND 6
- ► VALUE 5
- ► PLAYABILITY 4



Droids — escape from Auren

Should now be available across all formats — Spectrum, Amstrad, Commodore 64 — from you favourite Mastertronic.

There are no plans for 16 bit versions which should not cause any great upset, wailing or gnashing of teeth among Atari ST and Commodore Amiga owners.

There is no great variation in play across the formats.

I suppose that means uniform dullness. Buyer Beware.

Crosswize

► MACHINE: SPECTRUM.
► SUPPLIER: FIREBIRD.
► PRICE: £7.99 (Cass).
► REVIEWER: MATT BIELBY.

It's quite bizarre, this one. The first shoot- 'em-up to take place in the air over Coronation Street! You control a little space man who flies along dodging telegraph poles and TV aerials, as well as the prerequesite formations of alien blobs, over a landscape of terraced houses. When I lived in a northern town, life was never like this!

This slight 'innovation', if you could call it that, is the nearest thing Firebird's newie gets to original thought, and even that is soon lost as you enter a more standard system of tunnels and stuff for the later stages. Still, even though this is nothing more than a bog-standard, run-of-the-mill, throw-a-stick-in-the-Virgin-game-shop-and-you'll-hit-fifty-of-them-shoot-'em-up, it's still a pretty good game. Despite all the advances we've made in computer games, for sheer playability all out destruction is still hard to beat.

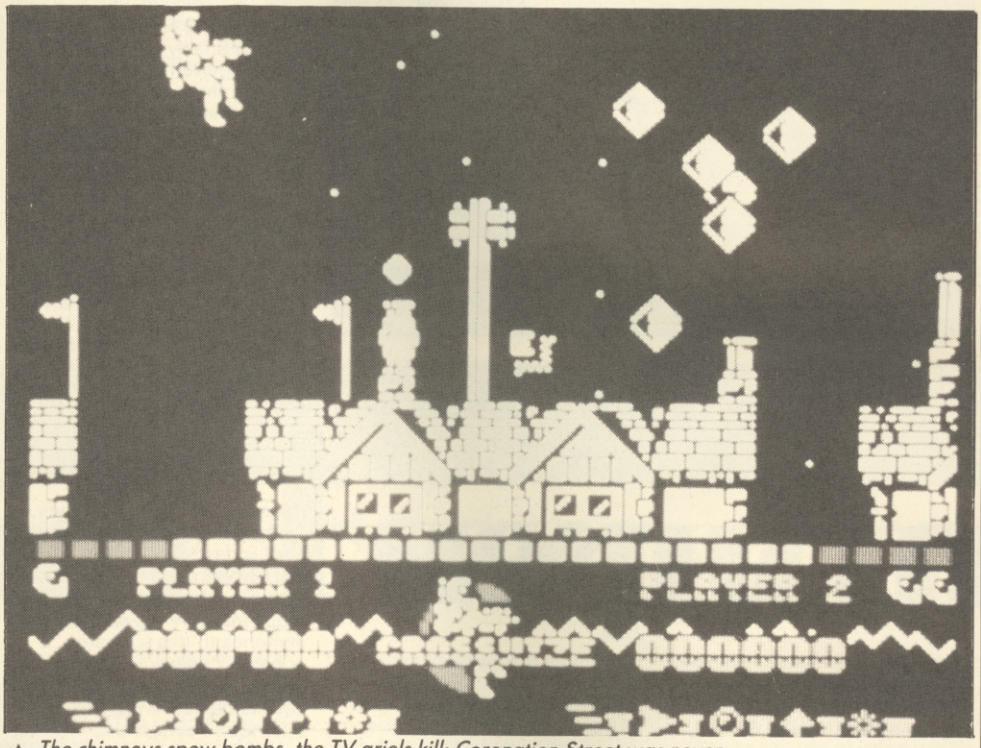
"Destroy the alien waves" is about the nearest the packaging gets to a plot line apart from the info on the back informing us that it is the sequel to *Sidewize*, which we could hardly have forgotten since that was only out towards the end of last year! – and that is no bad thing. We all know what to do, just throw me straight into the action say I. Which is precisely what the game does. There you are on a screen that scrolls quite fast to the right, indulging in pretty fast joystick waggling to avoid the waves of aliens. You start off equipped with a basic high powered laser gun which is what your weapon always reverts to when any picked up extras run out of juice.

Lucky you, there are a couple of E marked energy pods and a weaponry icon floating there right in front of you, which enables you to select one of the higher powered guns from the display at the bottom. You'll need it too, because the bad guys come at you thick and fast, and the proximity of the roof tops means there really isn't so much room to move. Besides being hit by an alien, you die if you touch the roof, or if the chimneys of the otherwise ordinary looking houses belch out an indestructible bullet at you. Hey! Not fair! I thought the native aliens on this poxy backwater planet I'm trying to rescue were on our side!

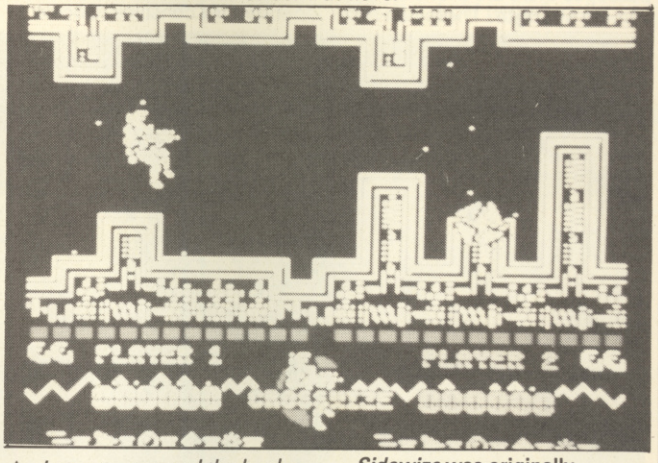
As with all games of this type, of course, practice makes perfect, and as you learn the various attack formations and how to deal with them, you progress a lot further into the game. One thing to bear in mind is that not only does the screen keep scrolling after you lose a life, but you are invulnerable for the first few seconds after you reappear. What this amounts to is that if there is a particularly tricky obstacle that you find impossible to get past, you can beat it by strategically dying just before it appears, and then using the scrolling of the screen and your brief invulnerability to get past it. Of course, this means sacrificing a life, so it is up to you to decide if it is worth it. In your choice of weaponry you do have a shield which comes into play when you hold down fire to provide the same service, but it soon runs out if you use it at all. Other weapons include Surround fire, bullet fire and a smart bomb, though you need to travel over an icon to get to use any of them. For certain parts of the game though, having a weapon that throws out a wall of five bullets in front of you is almost essential.

You can tell of course, that this is almost your generic shoot-'em-up. Lots of weapons and energy pods to collect, waves of aliens to beat, and, of course, the big mummy alien at the end of each level. Despite the wide range of shoot-'em-ups that exist for all you Speccy fans out there, this one does leave a pleasant taste in the mouth. If you're not the jaded old gamer with a hundred games similar in your cupboard, then pick this one up. It won't blow your socks off, but you could do oh so much worse.

► GRAPHICS 7
► SOUND 5
► PLAYABILITY 8
► VALUE 7



▲ *The chimneys spew bombs, the TV ariels kill: Coronation Street was never like this!*



▲ *Later stages, and the back grounds get lots more orindary.*

Sidewize **was originally available only the Speccy, and later converted to the C64. Now the sequel** ***Crosswize*** **is out, and though at the moment there is only the one version, who is to say that it will never be transferred to other machines?**

INTERCITY 125.

OUTER LIMITS 125.

AR125: Road Sports. Some 125's are difficult to ride because their engines produce too little power in some parts of the rev range, and too much in others. The Kawasaki, however, delivers power effortlessly, from low down right up to maximum speed. As Performance Bikes magazine wrote when comparing all the 125's "The Kawasaki is in a different class performance-wise. No matter what gear you're in, just twist the throttle and it always responds, better than any other 125".

With its superbly sweet engine, the AR125 is as nippy between towns as it is around town. But Kawasaki performance is much more than speed. It is the ideal balance between handling, braking, economy and power. Super Bike summed it up as a "perfect learner two-stroke . . . handles brilliantly. . . brakes stop the bike on a sixpence . . . unconditionally recommended".

KMX125: Country Sports. The KMX is developed directly from Kawasaki's racing moto-crossers. So when you plough across the fields, you're riding a real thoroughbred.

When a crowd of first-timers tested all the new 125's, including riding them around a Part One Driving Test Course, they voted the KMX top of the lot.

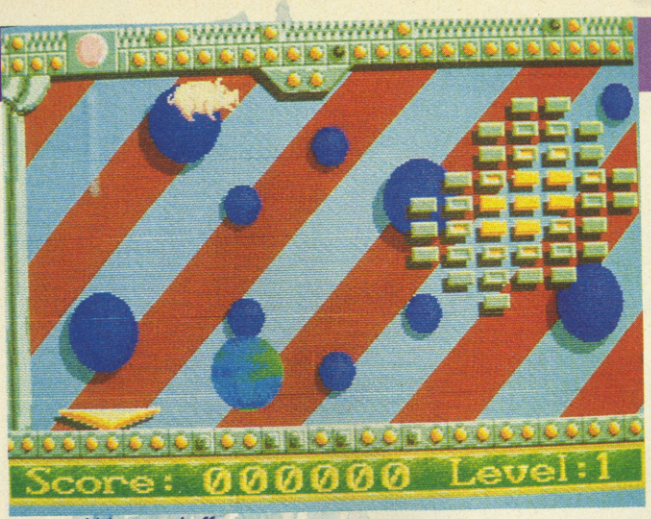
Dirt Bike Rider magazine rated the KMX "the trickest 125 on street or trail". Which is fair comment since the KMX is as brilliant on-road as it is off-road.

The Kawasaki Launch Pad Package. If you buy any new learner-legal Kawasaki, maintain it correctly, and return it in good condition in a year, you'll get your money back (less taxes) against the cost of your next new Kawasaki. To qualify, you have to agree to take proper training. And, if you do, you'll get special discount vouchers on safe riding gear like gloves, boots and jacket.

If you would like a brochure and the name of a Kawasaki Launch Pad dealer near you, send your name, age, and address, to Dept 152, Kawasaki Motors UK Ltd, 748 Deal Avenue, Slough, Berkshire, SL1 4RZ.

WHO CAN CATCH A KAWASAKI?

Jin



▲ *Incredible sound effects.*

► MACHINES: AMIGA/CBM 64.
► SUPPLIER: US GOLD.
► PRICES: £24.99 (AMIGA)/£9.99/£11.99 (CBM64)/£9.99/£14.99 (AMSTRAD).
► VERSION TESTED: AMIGA.
► REVIEWER: CHRIS JENKINS.

If I were to tell you that this is the best game yet for the Amiga, it might catch your interest. If I were to tell you that it's a cross between pinball and *Breakout*, you might be incredulous.

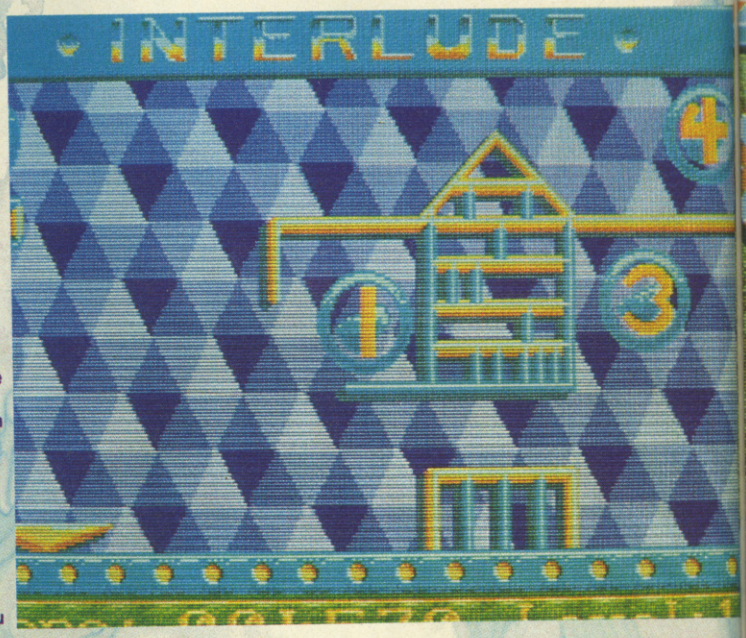
But if I were to tell you that the game's German, you'd push me out of the window. However, all these statements are true; *Jinks* is enormous fun, looks lovely and gets full value from the Amiga's graphics and sound abilities.

Inexplicably, the plot is supposed to be all about space probes exploring alien planets, searching weird installations and avoiding fierce enemies. Forget all that – it's complete hogwash. What you have here, in fact, is a horizontally-scrolling combination of breakout and pinball, where you use a free-moving wedge-shaped bat to bash a bouncing ball all over four levels full of flying pink pigs, teddy bears, spinning drills, bouncing Atari logos, formations of exploding bricks, rotating planets, and light-up bonus targets.

The game starts on the left-hand side of the the level, where the ball drops onto your bat from the top of the screen. You can flip your bat over by pressing the fire button, swapping between the flat and angled sides to control the bounce of the ball.

When you whack the ball off the to right it disappears off the screen, bouncing off objects which respond by exploding, oinking (pigs), squeaking (teddies), boinging (springs) and in some cases scoring you bonus points. As you move the bat around the screen chasing the ball, you'll see some incredible smooth-scrolling multi-plane background effects.

Some of the moving objects you encounter will erode the size of



Firep

► MACHINE: AMIGA.
► SUPPLIER: MICROILLUSIONS/ACTIVISION.
► PRICE: £24.95.
► REVIEWER: BRIAN WEBBER.

Firepower is a new beginning for Amiga software, taking it into a field that only the Amiga can create.

It's a tank battle game where the main object is to find your enemy's flag and return it to your own base. Meanwhile you can be creating havoc by blowing up various types of buildings.

Finding the enemy's base area can be very difficult, as some of the scenarios are rather large. I even got lost in my own base for a while!

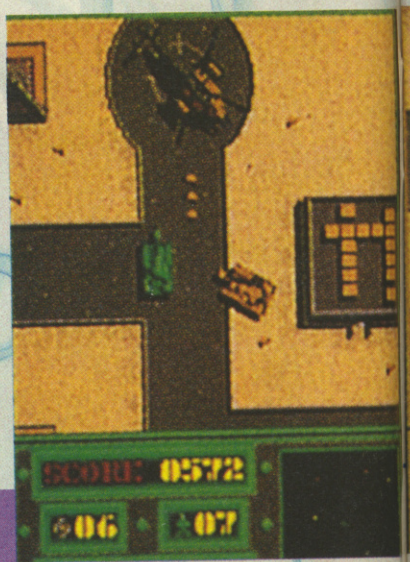
You start off with a choice of three different ways to play the game; against a friend on the same computer, against the computer or against a friend via a modem. After your selection has been made a choice of three tanks is given, Scorpion, Shadow 6 or a Marc XJ1; I prefer the Scorpion as it can take the most hits and is the all-purpose tank.

The game starts with you in your bunker; in the two player game the screen is split down the middle to show both areas, otherwise your area takes up the whole screen.

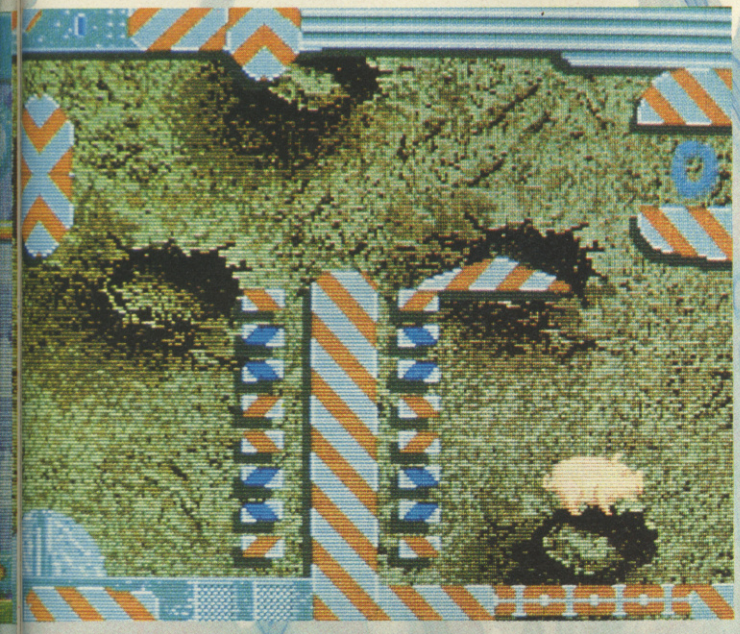
▼*Multiple tank selections.*

Next to your area is some important information, including number of mines, number of men rescued, and the radar display. Now all you have to do is to search and destroy the enemy's flag. On your long journey you will encounter helicopters, gun emplacements, barracks, prison camps, fuel dumps and the flag house.

Blowing up a fuel dump will result in an increase of fuel while blowing up a prison camp will enable you to rescue some of your men. If you manage to rescue five men and return them safely back to base you are rewarded with an extra mine. Mines can be used to stop your opponent from getting into certain positions for a time.



ks



your bat until you lose a life. Others will restore your health, give you bonus points, or, in the case of the ring of spheres at the far right of the screen, get you into the bonus level.

There isn't a single aspect of *Jinks* which isn't brilliant. The sampled jazz music, the incredible quality and variety of sound effects, the brilliant graphic design, the imaginative gameplay and the endless variety are all impressive.

Indeed, the only aspects of this game which don't do it justice are the title, which is pretty meaningless, and the packing, which features poor and entirely inappropriate artwork. Don't let that stop you from burning rubber down to your nearest dealer and demanding a copy of *Jinks* immediately.

- ► GRAPHICS 10
- ► SOUND 10
- ► VALUE 7
- ► PLAYABILITY 10

As is the case with so many games these days, the C64 version of *Jinks* plays almost exactly the same as the 16-bit models, though of course without the same level of whizzo sound and graphics. We can't really comment on the Amstrad as we haven't seen a copy yet, but it is interesting to note the great numbers of high quality German games coming into the country through our biggest software houses. These range from the relatively unplayable (like the Magic Bytes? Gremlin *Pink Panther)* to the totally brill (check out Rainbow's *Super Gianni Sisters* previewed by Tony T last ish and fully reviewed next time 'round.) With this excellent release as well. Rainbow are obviously a name to watch.

ower

▼*Destroy the helicopter.*

Bloodthirsty Amiga owners will enjoy running over enemy soldiers, producing a jammy smear accompanied by a loud splat.

To find the flag you have to look for a specific building which is very heavily guarded, and there can be up to two dummy buildings to destroy first.

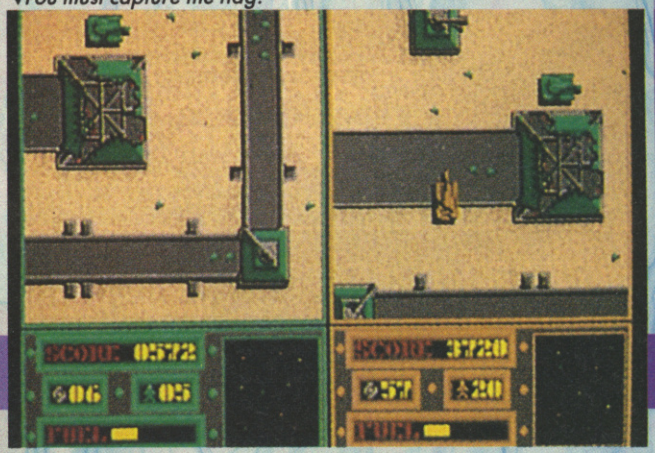
The graphics are of very high quality, especially the men running all over the screen. The sound effects are like real explosions, and that splat is just great!

If you own an Amiga and do not rush out and buy this, then you are missing one of the best games around. *Firepower* is setting standards for other software houses to follow.

- ► GRAPHICS 9
- ► SOUND 9
- ► VALUE 10
- ► PLAYABILITY 10

***Firepower* comes out on the C64 and the PC, for those of you that it concerns, during June. There is unfortunately no information available of these just at the mo, but the Microillusions?Activision arrangement gives you loads to look out for at around this time, including Fairy Tale Adventure, Galactic Invasion and the truely bizarre sounding "Romantic Encounters at the Dome", in which you play either a male or female character in a strange singles bar, taking "dramatic risks" in your relationships with the opposite sex". Well!**

▼*You must capture the flag.*



It sounds a little like that other Activision *"Life" game Alternate Reality* in which you had to live your life from births to death, making good, bad, silly or ridiculous decisions about school, careers realationships etc and take the consequences.

It was an interesting concept – if somewhat too American – but spread over three disks it became an expensive buy and probably appealed to only a tiny minority of gamesters.

Which gets us a long way from *Firepower*.

To sum up, it will be a shame if Atari, Spectrum and Amstrad owners miss out.

ARKANOID

TAITO
COIN-OP

REVENGE OF DOH

"Immensely impressive and chronically addictive sequel and takes the Arkanoid format into previously uncharted areas of excellence. A classic."
Your Sinclair.

"Combine gorgeous visual presentation with powerful weapon enhancements and frustratingly addictive gameplay, and you have Revenge of Doh."
ZZap C64

NOW AVAILABLE FOR THE ATARI ST £19.95

Imagine ...the name of the game

Licensed from © Taito Corp., 1986

SPECTRUM CASS £7.95 AMSTRAD CASS £8.95 COMMODORE CASS £8.95
SPEC + 3 £14.95 C64 DISK £12.95 AMS DISK £14.95

Adding to the Fun and excitement of Arkanoid... All new Features include exit choices to vastly increase the screen options, many extra "VAUS" effects, multiple shots and a secret additional alien to contend with. This adds up to the most thrilling reaction game since ARKANOID but with so many improvements you just won't be able to stop playing...

6 CENTRAL STREET · MANCHESTER · M2 5NS · TELEPHONE 061 834 3939 · TELEX 669977 · FAX 061 834 0650

Target Renegade

► MACHINES: C64, SPECTRUM, AMSTRAD.
► SUPPLIER: IMAGINE.
► PRICE: £7.95 SPEC £8.95 C64, AMSTRAD.
► VERSION TESTED: C64.
► REVIEWER: TONY DILLON.

Organised crime gangs rule supreme! And bosses don't come bigger than Mr big. Your brother was sent off to investigate into what ol 'Biggy boy was up to. Unfortunately, he was caught and murdered. You, being the complete nutter that you are, have decided to go, singlehandedly, in his footsteps and try to rid the world of Mr Big.

You race into the city of Scumville, where your enemy lurks. Five different areas wait for you to run through before you finally reach the final confrontation. You begin your quest on the top floor of a multi-storey car park and the aqction starts. Helmeted motorbikers ride at you full pelt across the screen, just asking to be kicked off. A quick flying kick or two is enough to send these bumfaces to a more level confrontation. On each level of the car park, one motorcyclist has a baseball bat. Hit him enough times to knock him backwards, then take it and bingo, Renegade goes whacky-whacky with a bit of wood. The bat scores double damage against opponents. A biker requiring four punches to send him rolling off screen, only needs two hits with the bat, so something definitely worth hanging onto. Defeat all the bikers and you emerge from the car park into a sleazy street. And I mean really sleazy.

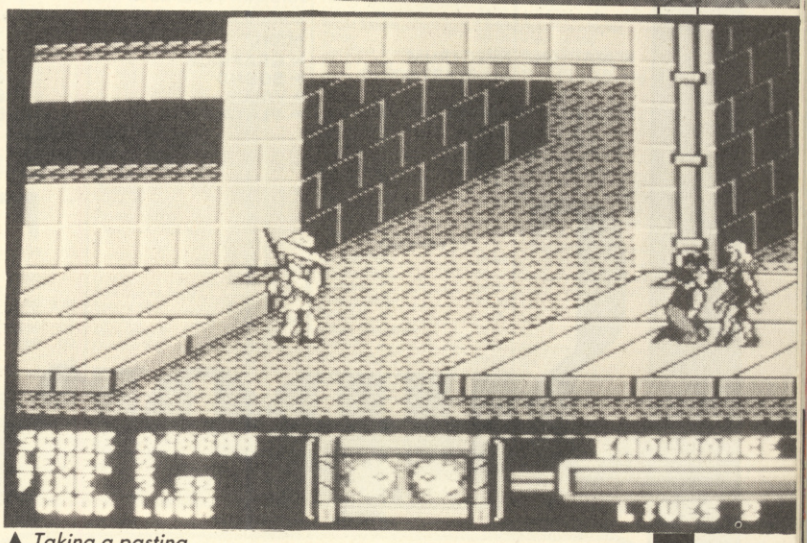
Your assailants on this level are, and this is putting it bluntly, ladies of uncertain virtue and pimps. A nasty touch here is the girl's method of attack. She grabs you firmly by the shoulders, then buries her knee in your groin. The pimp's main weapon is his gun. He'll grope in his pocket for a second, then fire one of his six shots at you. After that, he just lays in with his walking cane. Beat up a few of them, and it's off to the city park we go.

A quick joke. What's the definition of beans on toast. Skinheads on a raft. What's that got to do with the game? Well, in the park, you are assaulted by all skinheads great and small. Dressed identically, the smaller skinheads will jump up at you and nut you in the face, the larger will just punch you. Wade through these, and by now the games getting a little difficult, and you're onto the shopping mall, where you get to beat up the Beastie Boys and some power saws that look like-dogs.

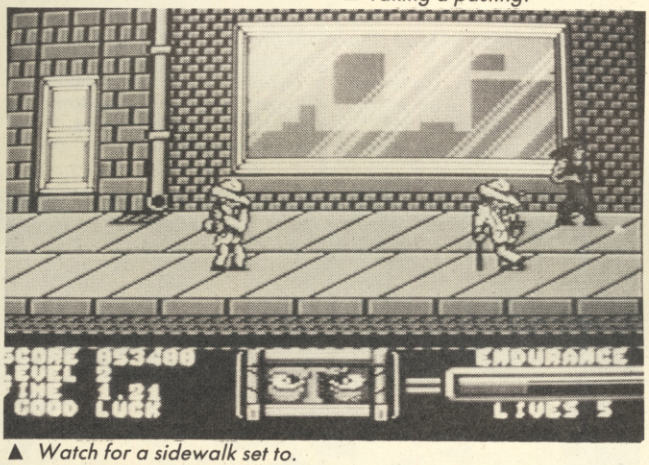
The BBs are amazingly tall, wear padded jackets and very hard to hit. The dogs are tiny, but that doesn't stop them from savaging you, starting from your ankles. Get past them and it's into the bar where you'll find the Big Boss, but only if you can get past his heavies, who bear a striking resemblance to Frankenstein.

The graphics are the best of this type that I've seen on the 64. Crisply portrayed and beautifully animated, the word class is written all over the game. Just look at the screens on this page and you'll see what I mean. Well, really you won't.

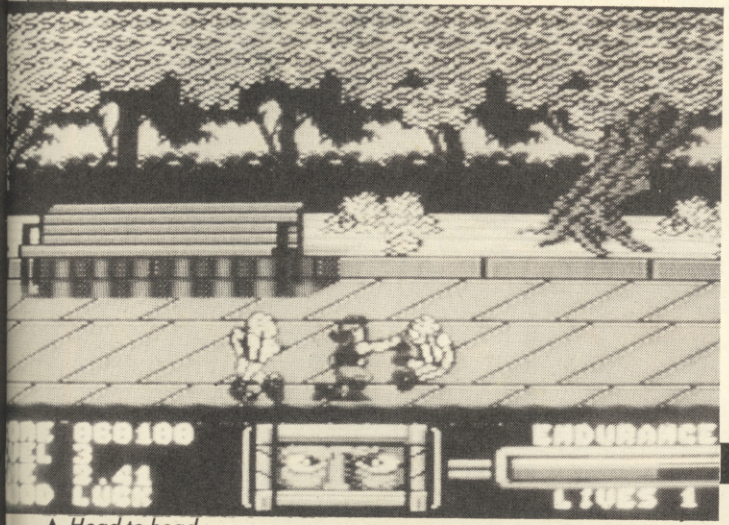
The great thing about this game is the animation. Your character doesn't mince like some I could mention, neither does he glide. He BOWLS, and in the most



▲ *Taking a pasting.*



▲ *Watch for a sidewalk set to.*



▲ *Head to head.*

I'm-a-hard man and-I-know-it way possible.

Mr Big, is fantastic. He comes on screen doubled up and wades towards you, swinging his arms threateningly. He had to bend over, by the way, because he wouldn't fit on the screen any other way. He is huge! Destroying him is just a matter of having a couple of lives left and continually hitting the fire button. Once your defeat him, you see, well, I'll let you find out for yourself.

The sound is varied and very much with the game. Different pieces of music accompany each level, and all are very synth-like. Sound effects are spot on, too, with your aluminium baseball bat making a ping sound whenever it hits body.

Renegade was pretty gross on the 64, and a lot of criticism was given. Imagine has obviously listened to those complaints very closely and come up with a sure fire number one. Easily the best 64 arcade game for ages.

► GRAPHICS	9
► SOUND	9
► VALUE	8
► PLAYABILITY	9

There's a wild, almost scandalous rumour that *Target Renegade's* Mr Big bears an uncanny likeness to Ocean's managing director Jon Woods.

And looking at the tantalising close-up mini screen of Mr Big's mush, there may be something in it.

From what irresponsible source do these malicious comments originate? From Ocean/Imagine's own publicity people, would you believe. Isn't that interesting? We didn't think so either.

Anyway, the Spectrum *Target Renegade* is already on sale (£7.95 cassette, £14.95 Plus 3 disk) with the Amstrad version (£8.95/£14.95) seeing the light of day towards the end on May.

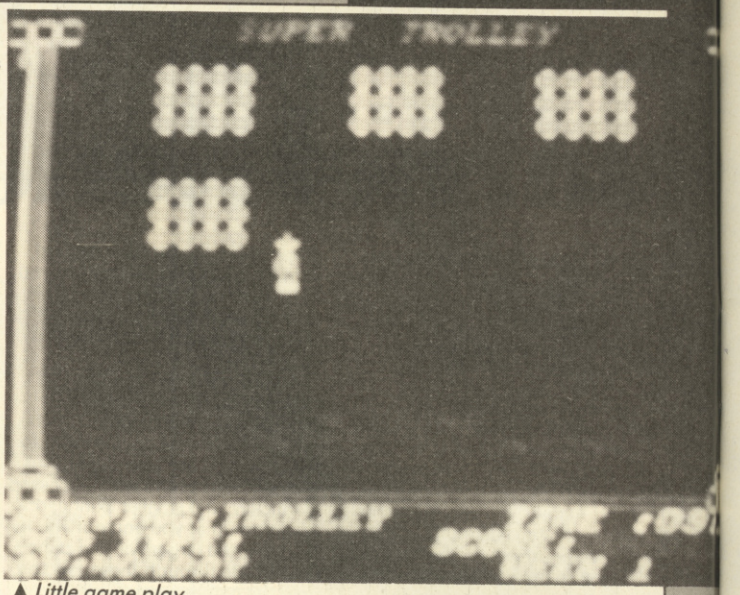
ST owners need not feel left out of all this and the game will be menacing Ataris at the end of June.

since they're always shown in white. I especially liked the shuffling assistant, the pinch-faces till girls and the crabby old ladies pushing the trolleys into your foot.

Unfortunately, there isn't much excitement in the process of searching for the right shelves, dumping the goods and making your way back to the tills for another trolley and another assignment. You have to avoid bumping into customers and objects, otherwise you'll get the sack. Knocking piles of tins all over the floor is a particularly bad move.

Overall, then, *Supertrolley* is a nice-looking game with just not enough gameplay involved. I'm sure Jim could have fixed something better if he'd made the effort.

► GRAPHICS 6
► SOUND 4
► VALUE 6
► PLAYABILITY 5



▲ *Little game play.*

► MACHINE: SPECTRUM.
► SUPPLIER: MASTERTRONIC.
► PRICE: £1.99.
► REVIEWER: CHRIS JENKINS.

Super Trolley

A bit of an oddity this. If I've got the story right, this game is the result of a letter to *Jim'll Fix It*. Apparently some little lad wanted to see his game design turned into real code, and silver-haired good fairy Jimmy Savile roped in the amiable Mastertronic guys to do the business. The result, as you'd expect, is pretty naff.

Supertrolley, it transpires, is a game of strategy and memory. You start off as a supermarket dogsbody, and your aim is to win promotion by completing tasks in the alloted time. Your first task, for instance, is to stock up bread, and you have 47 game minutes to do it.

Before setting off you must stick price labels on a pile of packets, which takes a couple of game minutes; then it's on to the game proper, as your miserable-looking flunky pushes a trolley full of bread around the supermarket in search of the right counter.

Despite the fact that the playing area seems to be only something like 8x8 screens, it's probably a good idea to make a map of the shop, since most of the 3-D perspective scenes have at least three exits. Displays below the screen show the objects you are carrying, the food type on the counter ahead of you, the day, week, time and score.

The graphics are cleverly designed to avoid colour clashes, though there's not much variation

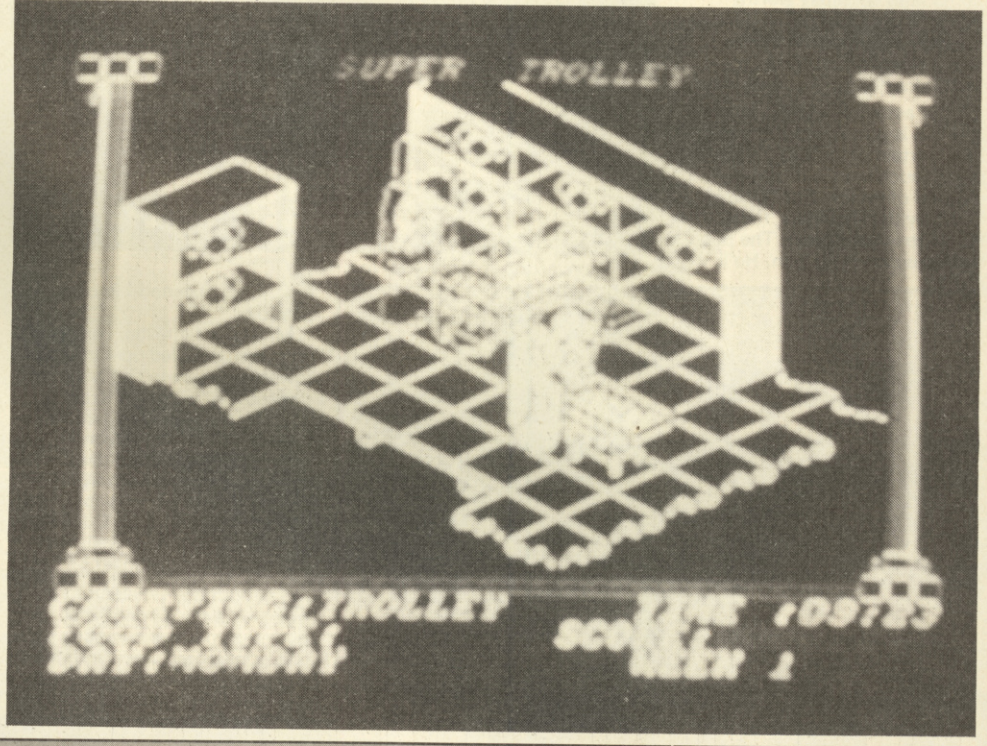
The young man behind *Super Trolley* is eight-year-old Andrew Collett. He wrote to the *Jim'll Fix It* programme back in 1986. However, it wasn't until December 1987 that he heard that he might be included in the show.

Andrew apparently devised the game but the programming was done by the folks at Mastertronic.

The highlight of the whole affair for Andrew was appearing on the show with Jimmy Savile.

Meanwhile, Mastertronic has no plans to release *Super Trolley* on other formats.

▼ *Stocking up your trolley.*



SHEKHANA COMPUTER SERVICES – ESTAB: SINCE 1978

ACCESS – ORDER BY CREDIT CARD LINE 01-348-2907 – VISA *** FREE POSTER WITH ORDERS OVER £10.00 ***

* SOFTWARE TITLE *	SPEC CASS	SPEC DISK	C64 CASS	C64 DISK	AMS CASS	AMS DISK
Magnetron	6.50	D1	7.50	D2	—	—
Ikari Warriors	7.50	D2	7.99	D2	7.99	D2
Bubble Bobble	6.50	D1	7.50	D2	7.50	D2
Alien Syndrome	6.50	D2	7.99	D2	7.99	D2
Football Manager 2	7.99	—	7.99	D2	7.99	D2
Alt World Games	6.50	—	7.99	D2	7.99	D2
Gary Linekers	6.50	D2	7.99	D2	7.99	D2
Ramparts	7.50	—	7.99	D2	7.99	D2
Impossible Mission 2	7.50	—	7.99	D2	7.99	D2
Pacs Land	7.50	—	7.99	D2	7.99	D2
Elite	9.95	—	12.99	D3	9.95	D2
Head Alignment	7.50	—	7.50	—	7.50	—
Soldier of Light	6.50	—	7.50	D1	7.50	D2
Sorcerers Lord	10.99	—	10.99	D3	10.99	D3
Black Lamp	6.50	D2	7.50	D2	7.50	D2
Match Day 2	6.50	D2	7.50	D1	7.50	D2
Hercules	7.99	—	7.99	D2	7.99	D2
California Games	7.50	D2	7.99	D2	7.99	D2
Rastan	6.50	—	7.50	D2	7.99	D2
Teladon	7.50	—	7.50	D1	—	—
Starglider	12.99	D2	12.99	D3	12.99	D4
Last Ninja	7.99	—	7.99	D2	7.99	D2
Roy of the Rovers	7.99	—	7.99	D2	7.99	D2
Football Director	7.50	—	7.50	—	7.50	—
Adv. Tac'l Fighter	7.99	D2	7.99	D2	7.99	D2
OCP Art Studio	12.99	—	12.99	D3	—	D4
Green Beret II	6.50	—	7.50	D1	7.99	D2
Gunship	7.99	D2	12.99	D4	12.99	D4
Track Suit Manager	7.99	—	7.99	—	—	—
N. Mansells G. Prix	8.99	—	8.99	D2	8.99	D2
Super Hang On	7.99	—	7.99	D2	7.99	D2
Peagus Bridge	10.99	—	—	—	10.99	D3
Driller	12.99	D3	12.99	D3	12.99	D3
Blood Valley	6.50	—	7.99	D2	7.99	D2
Gauntlet II	7.50	—	7.99	D2	7.99	D2
Ace II	7.99	—	7.99	D2	—	—
Dark Sceptre	6.50	—	—	—	7.50	D2
Solid Gold	7.99	D2	7.99	D2	7.99	D4
Buggy Boy	6.50	—	7.99	D2	7.99	D2
Battlefield Germany	10.99	—	—	—	10.99	D3
Rolling Thunder	7.50	D2	7.99	D1	7.99	D2
Platoon	7.99	D2	7.99	D2	7.99	D2
Time + Magick	12.99	D2	12.99	D2	12.99	D2
Garfield	7.99	—	—	—	7.99	D2
Predator	7.99	—	7.99	D2	7.99	D2
10 Hit Games (Hitpak)	8.99	—	8.99	D2	8.99	D2
Konami Collection	8.99	D3	8.99	D3	8.99	D3
Vampire Empires	6.50	—	7.50	D2	7.50	D2
Arkanoid II	6.50	D2	7.50	D2	7.50	D2
Guild of Thieves	—	D2	—	D4	—	D4
Out Run	7.50	—	7.99	D2	7.99	D2
P.H.M Pegus	8.50	—	8.50	D2	—	—
Get Dexter II	—	—	—	7.99	—	D2
Badcats	7.50	D2	7.99	D1	7.99	D2
Jinxter	—	D2	—	D4	—	D4
Pandora	—	—	7.99	D2	—	—

* SOFTWARE TITLE *	SPEC CASS	SPEC DISK	C64 CASS	C64 DISK	AMS CASS	AMS DISK
Morpheus	—	—	12.99	D3	—	—
Salamander	6.50	—	7.50	D2	7.50	D2
Test Drive	—	—	8.50	D2	—	—
I.O.	—	—	7.50	D2	—	—
Power At Sea	—	—	—	D2	—	—
Advance Art Studio	21.00	—	21.00	D5	—	D5
Rim Runner	—	—	7.99	D2	—	—
The Train	—	—	8.50	D2	—	—
Bards Tale 2	—	—	—	D4	—	—
Top Fuel	—	—	7.99	D1	—	—
Mini Office II	—	—	14.99	D4	12.99	D4
Blood Brother	6.50	D1	7.99	D2	7.99	D2
Charlie Chaplin	7.50	—	7.99	D2	7.99	D2
Knight Orc	12.99	—	12.99	D2	12.99	D4
Stealth Fighter	—	—	12.99	D4	—	—
Up Periscope	—	—	—	D4	—	—
Thunder Chopper	—	—	—	D4	—	—
Airbourne Ranger	—	—	12.99	D4	—	—
Intensity	—	—	7.50	D2	—	—
Samurai Warrior	—	—	7.50	D2	—	—
Traz	7.50	D1	7.99	D2	—	—
Target Renegade	6.50	D2	7.50	D2	7.50	D2
Shackled	7.50	D2	7.99	D1	7.99	D2
Soko-Ban	—	—	—	D2	—	—
Pink Panther	7.50	D1	7.99	D2	7.99	D2
Sinbad	—	—	—	D2	—	—
Troll	—	—	7.99	D2	—	—
Gee Bee Air Ralley	6.50	—	7.99	D2	7.99	D2
Karnov	7.99	—	7.99	D2	7.99	D2
Gutz	6.50	D1	7.50	D2	7.50	D2
Aaargh	—	—	7.99	D2	—	—
Jinxs	—	—	7.99	D1	7.99	D2
The Corporation	7.99	—	7.99	D2	7.99	D2
Arcade Force Four	8.99	D2	8.99	D2	8.99	D4
We are the Champ's	8.99	D2	8.99	D2	8.99	D2
Crosswize	6.50	D2	—	—	—	—
Time Stood Still	6.50	D2	7.50	D2	7.99	D2
Vixen	6.50	—	—	—	—	—
Overlord	7.99	—	—	—	—	—
Road Blaster	7.99	D2	7.99	D2	7.99	D2
Frightmare	7.99	—	7.99	D2	7.99	D2
Bionic Commando	7.50	—	—	—	—	—
Blitzkreig	7.99	—	—	—	—	—
Animator 1	7.99	—	—	—	—	—
Artist II - 48K	12.99	—	—	—	—	—
Artist II - 128K	14.99	—	—	—	—	—
Elite Hitpak 3	8.99	D2	8.99	D2	8.99	D2
Napoleon At War	7.99	—	—	—	—	—
Desert Rats	7.99	—	—	—	7.99	—
Chuck Yeagers	—	—	8.50	D4	—	—
Theatre Europe	4.99	—	4.99	9.99	4.99	9.99
Magnificent 7	7.99	D3	8.99	D3	8.99	D3
Live Ammo	7.99	D2	8.99	D2	8.99	D2
Tomahawk	7.99	D2	7.99	D2	7.99	D2
The Pawn (SP128K)	12.99	D3	—	D4	—	D4
Ring Wars	7.99	D2	7.99	D2	7.99	D2

* SOFTWARE TITLE *	ATARI ST	AMIGA
Starglider II	21.00	21.00
King of Chicago	—	24.99
Carrier Command	21.00	21.00
Dungeon Master	21.00	—
Badcats	16.99	21.00
Inter'nal Soccer	16.99	16.99
Time & Magick	16.99	16.99
Sinbad	—	24.99
Leathernecks	16.99	16.99
Hotball	21.00	21.00
Impossible Mission 2	16.99	—
Black Lamp	16.99	—
Xenon	16.99	16.99
Bards Tale 1	22.99	22.99
Bionic Commandos	16.99	21.00
Red October	21.00	21.00
Obliterator	21.00	21.00
Test Drive	22.99	22.99
Return to Genises	16.99	16.99
Football Manager 2	16.99	16.99
Soccer Supremo	12.99	12.99
Gold Runner II	16.99	—
Ikari Warriors	12.99	—
Flying Shark	16.99	—
Buggy Boy	16.99	—
Gauntlet II	16.99	—
Thunder Cats	16.99	—
Pink Panther	16.99	16.99
Aaargh	16.99	—
Ice Hockey	21.00	21.00
Indoor Sports	21.00	21.00
Interceptor	—	21.99
3D Helicopter Sim'r	21.00	21.00
Strike Force Harrier	21.00	21.00
Barbarian (Palace)	12.99	16.99
Barbarian (Psy)	21.00	21.00
Renegade	16.99	—
Defender of Crown	24.99	24.99
Scenery Disk Eleven	21.00	21.00
Flight Simulator II	34.99	34.99
Captain Blood	19.99	—
Road Wars	16.99	16.99
Three Stooges	21.00	24.99
Bobble Bobble	16.99	16.99
Legend of the Sword	16.99	16.99
E.P.T.	21.00	21.00
Gunship	21.00	—
Jinxter	21.00	21.00
U.M.S.	19.99	—
Gee Bee Air Rally	—	16.99
Spitfire 40	21.00	—
Pandora	16.99	16.99
Marauder II	—	32.99
Disector ST	24.99	—
Vixen	17.99	17.99
Power Struggle	12.99	12.99

*** SEGA ****	
Sega Master System + free game	99.95
3-D Glasses	39.99
Sega Joystick	14.99
Konix Joystick	12.99
Light Phasor	44.95
Ghost House	14.95
Transbot	14.95
Super Tennis	14.95
Choplifter	19.95
Black Belt	19.95
Action Fighter	19.95
Pro Wrestling	19.95
Shooting Gallery	19.95
Space Harrier	24.95
Rocky	24.95
F-16 Fighter	14.95
Astro War'r R+Pit Pot	19.95
Out Run	24.95
Teddy Boy	14.95
The Ninja	19.95
World Grand Prix	19.95
Enduro Racer	19.95
Alex Kidd	19.95
Secret Command	19.95
Fantasy Zone	19.95
Bank Panic	14.95
Missile Defence 3D	24.95
World Soccer	19.95
Zillion	19.95
Gangster Town	19.95
Kung Fu Kid	19.95
Maze Hunt 3-D	24.95
Great Golf	19.95
Fantasy Zone II	24.95
After Burner	24.95
Global Defence	19.95
Zaxxon – 3-D	24.95
Alien Syndrome	24.95
Cube Zone	19.95
Rescue + Mission	19.95
Zillion II	19.95
Alex Kidd II	24.95
Super Wonder Boy	24.95
Spy v Spy	14.95
*** NINTENDO ***	
Control Deck	99.99
Deluxe Set	160.00
Gunshoe	29.99
Wild Gunman	29.99
Soccer	19.99
Urban Champion	19.99
Kung Fu	19.99
Mach Rider	29.99
Tennis	19.99
10 Yard Fight	19.99

ACCESSORIES/UTILITIES	
+C64C Connoisseur Pack	189.99
+C64C Computer	129.99
+C2N Data Recorder	29.99
+Neos Mouse + Cheese	29.99
+Accelerator + D. Drive	129.99
+Acc'tor + Geos + F.M.	149.99
+1 Mega D Drive (Amiga)	114.99
+3.5 Disk Drive (ST)	114.99
+Final Cartridge 3	39.99
+Action Replay MK.4	29.99
+Action Replay Proff	34.99
+Enhancement Disk	7.99
Expert Cartridge + ESM	29.99
Freeze Machine	28.99
F.M. Utility Disk	7.99
Reset Switch	7.99
Plus 2 or C64C cover	4.99
10 x 3" Disks	26.99
10 x 3.5" Disks	14.99
10 x 5.25 Disks	7.99
Multiface 128K	44.99
Multiface 3	44.99
Multiface 3 + T. Port	49.99
Kempston Interface	8.99
Duel Port Interface	12.99
Plus 2 J/Stick Lead	4.99
Plus 3 Recorder Lead	4.99
J/St Ext Lead — (ST)	7.99
Auto Fire Adaptor	4.99
+ Mouse Mat	4.99
Atari ST Dust Cover	6.99
Slimline Keyboard	19.99
*** JOYSTICKS ***	
IBM Joystick	19.99
IBM Joystick + Card	39.99
Fantasic Joystick	6.99
Quick Shot II	9.95
Quick Shot II Turbo	14.95
Konix Joystick	11.99
Konix + Autofire	12.99
Euromax Professional	19.99
Euromax Non Auto-Fire	16.99
Cheetah Mach 1 Plus	14.99
Cheetah 125 Special	12.99
Cheetah 125+	8.99
Comp Pro 5000–Black	14.99
Comp Pro 5000–Clear	15.99
Comp Pro 5000–Extra	16.99
Comp Pro 5000–BBC	17.99
TAC 2	10.99
TAC 3	12.99
TAC 5	13.99
Starfighter	9.99
Slik Stick	6.99
Economy J/Stick	6.99
Cruiser Joystick	9.99

Also available on disk format D1 = £10.99, D2 = £12.99, D3 = £14.99, D4 = £16.99, D5 = £21.00

MAIL ORDER CUSTOMERS
For mail order please make chq/P.O. payable to S.C.S.(C - VG) 655 Green Lanes, London. N8 0QY. P+P included in the U.K., Europe add £1 per item, elsewhere add £2. Add £5 for all machines for P+P U.K. only. Send S.A.E. for free list. Please specify machine type in order. + items only available from 655 Green Lanes. N8.

PERSONAL CALLERS
Personal callers can pick up discount software as above on production of this advert at either S.C.S. 221 Tottenham Court Road, London W1 (near Goodge St Station) or S.C.S. 655, Green Lanes, London N.8. 0.Q.Y. (Nearest tube stn Turnpike Lane).

CREDIT CARD HOLDERS
Access and Visa card holders ring:01-348-2907, 01-340-8565, 01-631-4627. Credit card orders despatched same day – subject to availability. Please note we also now sell telephones, cordless, cellular, Pabx, accessories,answer, fax, copiers, shredders, calculators, machines. Ring: 01-436-9590

EXMOUTH MICROS

13, South Street, Exmouth, Devon EX8 2SX. Telephone (0395) 267734

Part Exchange your used games. We will give you 50% off the RRP price of Atari ST games. Yes, at last you can get half price games! Many new and second-hand titles in stock and updated daily. Phone for details or send your game in a strong envelope to Exmouth Micros, 13 South Street, Exmouth, Devon EX8 2SX. Tel: 0395 267734. Please add 50p towards the postage. Part/ex game must be same RRP as the game ordered. Join the Micro Club – 1st year's membership free – Send for an application form today!

Prop:J.R.Burke-Easton

400/806 LOOK NOW XL/XE ST

ATARI OWNERS

Are you having difficulty finding suitable software.If so, then look no further. We have available for both **hire** and **purchase** one of the largest selections of both UK and American titles to choose from. Games and Utilities for all ages. Hardware and add-on utilities at discount prices and special deals regularly being offered. If you would like further information please send a large s.a.e. to:—

CHARNWOOD PRODUCTS AND GAMES
30A Warwick Avenue, Quorn, Loughborough
Leicestershire LE12 8HD
Tel: 0509 412604

Skill.....Tactics.....Strategy.....Decisions.....Excitement.....Tension.....Action

FOOTBALL & CRICKET

QUALITY STRATEGY GAMES from E & J SOFTWARE (Established 1984)

EUROPEAN CHAMPIONS ★ NEW ★ - THE INTERNATIONAL CHALLENGE OF THE EUROPEAN NATIONS CUP - Genuine Nations Cup Format with full Random Draw of 32 Seeded Teams - Fixture List, Results and League Tables of ALL 8 Groups - Discipline & Medical Reports - Squad of 22 Players plus Other Players available - 17 Month Itinerary of Qualifying Group (Arrange Friendlies) and Finals - Plus **many** more Superb Features and Options. EUROPEAN CHAMPIONS includes E & J's *MATCH PLAY SYSTEM* an imaginative and exciting new style of match presentation which captures the ACTION, DRAMA & TENSION of International Football.

WORLD CHAMPIONS - A COMPLETE WORLD CUP SIMULATION - Select Friendlies - 25 Players - Qualifying Group - 2 In-Match Subs - Discipline Table - Select Tour Opponents - Extra Time - Final Rounds - Players Gain Experience - 7 Skill Levels - TEXT MATCH SIMULATION including:- Bookings, Goal Times, Named & Recorded Goal Scorers, Injury Time, Corners, Free Kicks, Match Clock, Penalties - PLUS many more Features.

PREMIER II - CAN YOU HANDLE ALL OF THIS? - Play all Teams Home & Away - Unique Transfer Market - Team & Substitute Selection - Named & Recorded Goal Scorers - Injuries - Transfer Demands - Continuing Seasons - Squad Listing ALL Teams Financial Problems - 7 Skill Levels - Offers to Manage other Teams - Sackings - Managers' Salary - Save Game - Team Styles - Bank Loans - AND many more Features.

EUROPEAN II - THE MOST COMPLETE SIMULATION OF EUROPEAN CLUB FOOTBALL YOU CAN BUY - Home & Away legs - Full Penalty Shoot-Out (with SUDDEN DEATH) - 2 In-Match Subs - Away Goals count Double (if Drawn) - Full Team & Sub Selection - Extra Time - 7 Skill Levels - Enter your own PREMIER II Winning Team - TEXT MATCH SIMULATION plus Sending Off and Disallowed Goals - Results Table - PLUS MUCH MORE!

CRICKET MASTER - A SUPERB SIMULATION OF ONE DAY INTERNATIONAL/COUNTY CRICKET - Weather, Wicket & Outfield Conditions - Batting & Bowling Tactics - Team Selection - Fast, Medium & Spin Bowlers - 4 Types of Batsmen - Select Field Layout - 3 Skill Levels - Wides - Byes - No Ball - Run Out - Misfield - Dropped Catches - Scoreboard - Batting & Bowling Analysis - Run Rate - Single Option - 3 Game Speeds - STAR FEATURE a complete MATCH OVERVIEW showing Ball by Ball Action and Commentary and MUCH MORE!

TEST MASTER ★ NEW ★ A COMPREHENSIVE SIMULATION OF A 5 DAY TEST MATCH -Includes most of the Features of CRICKET MASTER and MATCH OVERVIEW plus Declarations - Nightwatchmen - Light Meter - Rain Stops Play - Varying Number of Overs per Day - Follow On - Save Game - New Ball - Bad Light Interruptions - TEST MASTER is a True representation of a Complete Test Match and offers the ULTIMATE CHALLENGE to All Cricket Enthusiasts.

CRICKET MASTER & TEST MASTER prices Include a FREE pad of SCORESHEETS

Software availability	Spectrum Any 48/128K Tape	Spectrum Any 48/128K Disc + 3	Commodore 64/128K Tape	Commodore 64/128K 5¼" Disc	Amstrad CPC Tape	Amstrad CPC 3" Disc
EUROPEAN CHAMPIONS	£7.95	£11.95	n/a	n/a	n/a	n/a
WORLD CHAMPIONS	£6.95	£10.95	£7.95	£10.45	£7.95	£11.95
PREMIER II	£6.95	£10.95	£7.95	£10.45	£7.95	£11.95
EUROPEAN II	£6.95	£10.95	£7.95	£10.45	£7.85	£11.95
CRICKET MASTER	£7.95	£11.95	n/a	n/a	£8.95	£12.95
TEST MASTER	£8.95	£12.95	n/a	n/a	n/a	n/a

FANTASTIC VALUE: Special Discount of £2.00 for every EXTRA game purchased (e.g. buy 2 Games deduct £2.00 from TOTAL - buy 3 Games deduct £4.00 from TOTAL - 4 Games £6.00 etc).
ALL GAMES are available by MAIL ORDER for *IMMEDIATE* despatch by 1st class post and include Full Instructions. (OUTSIDE UK please add £1.00 for postage and send payment in Pounds Sterling only).
PLEASE STATE WHICH MACHINE AND TAPE OR DISC.
Cheques or Postal Orders payable to E & J Software.

Send to: E & J SOFTWARE, Room 5 , 37 Westmoor Road, ENFIELD, Middlesex EN3 7LE.

Lee Enfield

► MACHINES: SPECTRUM/C64-128.
► SUPPLIER; INFOGRAMES.
► PRICE: £7.95.
► VERSION TESTED: SPECTRUM.
► REVIEWER: TRISTRAM COFFIN.

Well, when you've had a hit game, why not try the same old formula again and see if anyone notices. After all, you won't be the first – and probably won't be the last – to try this tactic to put one over on the punters.

Cynical, moi? You bet buster! But you can't tell me that *Lee Enfield, Space Ace* doesn't have more than a passing similarity to that other Infogrames shoot 'em up, *Prohibition,* which itself was a copy of the coin-op called *Empire City.*

OK, so this "new" release has a different scenario, some tricky extra frills and additional levels, but it's basically the same when it comes to sitting down and playing the thing.

That's not to say *Lee Enfield* isn't fun. I found myself getting quite addicted, despite my initial irritation at the lack of originality.

The *Prohibition,* you need to be quick on the trigger and fast on your feet to defeat the various nasties that come at you.

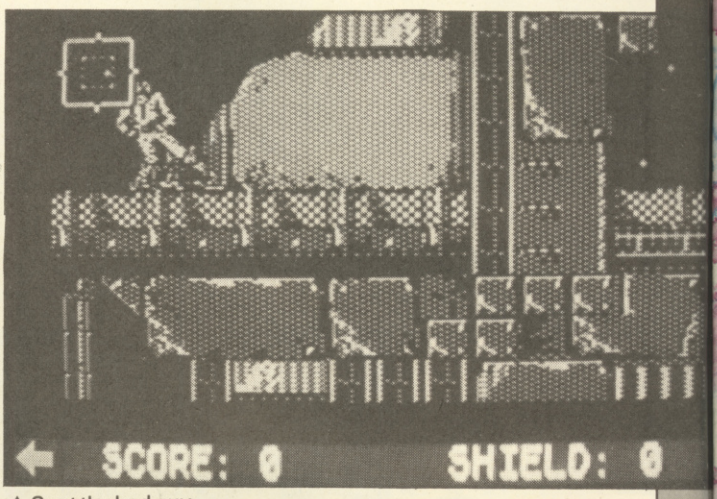
Lee Enfield is a time-travelling trouble-shooter, or as the blurb would have it, a troubles-hooter!?

Is this some sort of French special agent we ask ourselves? Lee zips aroudn the time-zones dealing death and destruction to baddies where ever they may be hiding. Doesn't that make you feel safe?

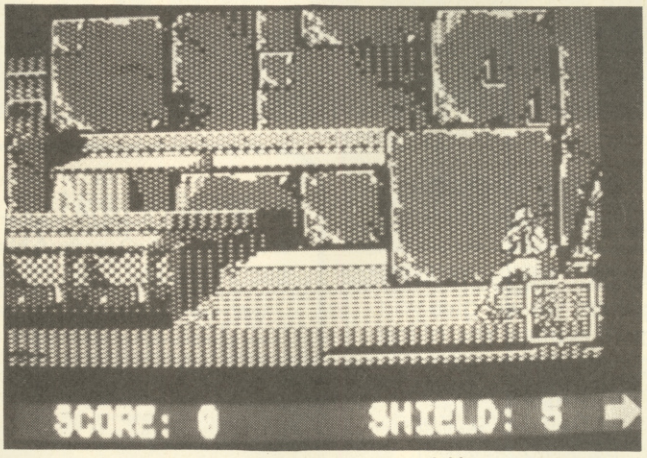
Here he finds himself in the 22nd Century, battling the forces of the mysterious Yellow Shadow in an attempt to rescue his old mate, Bill.

Meanwhile, back at the review, Lee finds himself blasting away at robot-soldiers, alien monsters, sneaky snipers and even abstract apparitions. I know how he feels, I get abstract apparitions after 10 points of Theakstons Old Peculiar too . . .

Load up the game, and instead of a backdrop which conjures up images of Al Capone's Chicago in the roaring twenties, you see a futuristic Mad Max-style landscape complete with damaged buildings, designer pipework and those nasty minions of the Yellow Shadow ready to gun you down. Quickly moving your gunsight, you zero in on the target and hit the fire-button. Budda-budda-budda! Yeah, got one! At the bottom of the screen a little arrow lights up to point the way to your next target, and so it goes. You get an audible "count-down" between targets – bleeps which get faster as you frantically search the screen for the hidden sniper. Can't find the target? Shame on you. Laser-fire rips into your shields and you lost a "life" before the gun-sight goes "automatic" and proceeds to show you where the enemy who "killed" you was hiding. You'll remember next time, won't you? Yes, after a few sessions you get to know where the next target will be, although the game does appear to throw them at you more randomly than Prohibition did. Oh yes, the quicker you zap the target the more you score.



▲ Spot the bad guy.



▲ React quickly

To move from level to level you must defeat the Awesome Wobbly Balloon, more commonly known in instruction-speak as the magnetic meteor globe. This takes several hits to destroy – and it's hard to get a direct shot at the thing. But if you succeed you see our hero in an Impossible Mission type lift, moving up to another futuristic cityscape where more enemies lurk. The action gets faster the further you get into the game, and the targets get harder to spot.

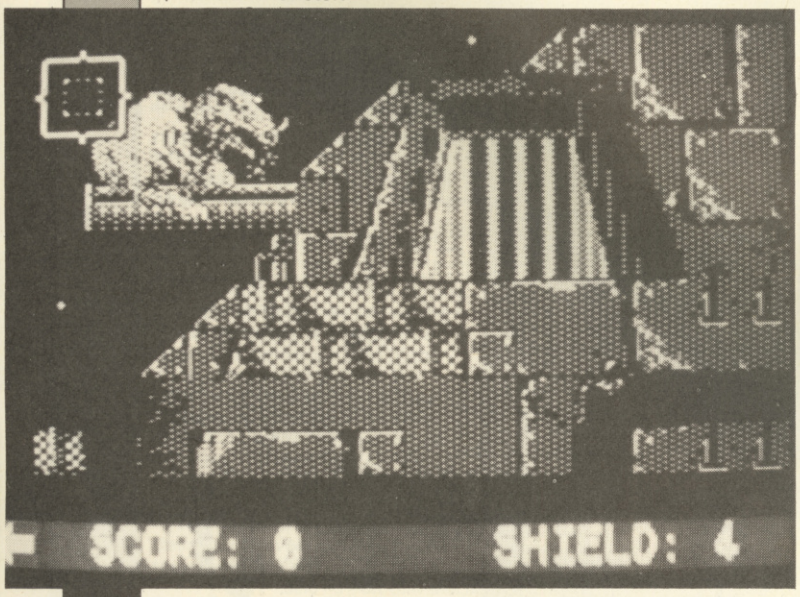
Graphics on the Spectrum version I looked at were pretty good. Some of the nasties you shoot at are pretty big. The nice Godzilla type monsters were my favourites. Animation is a bit creaky and the sounds are basic Spectrum bleeps and burps.

Lee Enfield isn't a bad game, but it's still just a copy of *Prohibition* with frills and as that should be a budget-price release. Then it would be a real bargain.

► GRAPHICS	7
► SOUND	4
► VALUE	6
► PLAYABILITY	7

Can't say we're that impressed with Lee Enfield on any version, mainly because we've seen it all before, but truth to tell it would be no great shakes even if no-one had ever heard of prohibition. The general consensus is that it would be a load better as a budget release and, if I may so, with a new title. ither "Lee Enfield" or "Space Ace", but Lee Enfield is Space Ace is just ridiculous.

▼ Mash a monster.



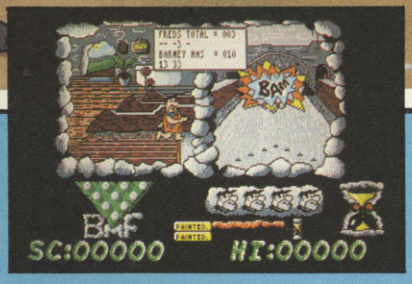
GRANDSLAM

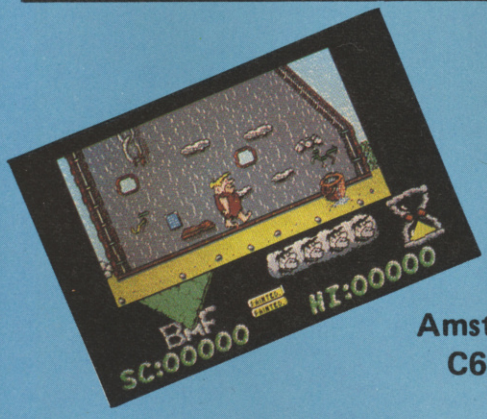
PRESENTS

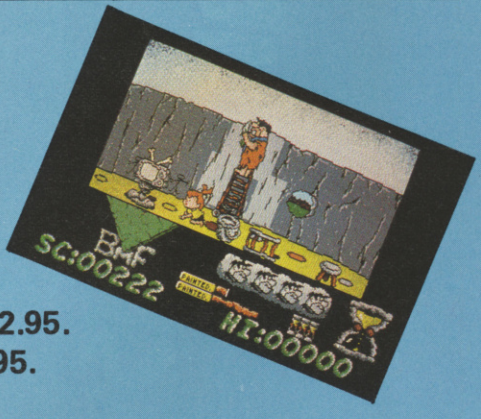
THE FLINTSTONES

©1988 Hanna Barbera Productions Inc.

Bowl or Bust! Fred and Barney want to go bowling but Wilma has other ideas . . . . . and guess who's left holding the baby? Join The Flintstones in this officially licensed arcade adventure based on the famous Hanna Barbera cartoon characters.





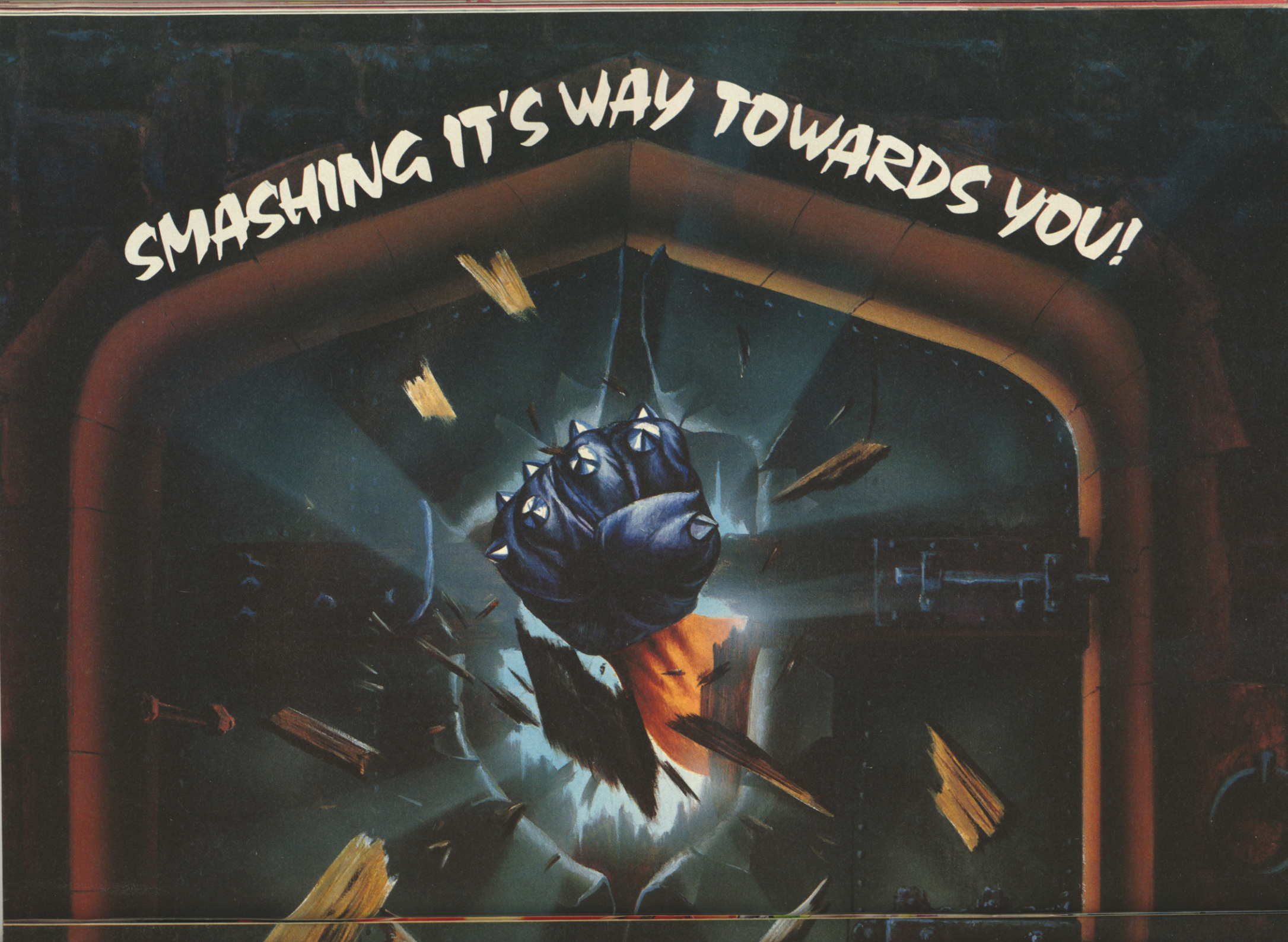


AVAILABLE ON:

Spectrum £8.95.
Amstrad 464 cassette £8.95, disk £12.95.
C64/128 cassette £9.95, disk £14.95.
Atari ST and Amiga £19.95.

GRANDSLAM ENTERTAINMENTS LTD.,
VICTORY HOUSE, LEICESTER PLACE, LONDON WC2H 7NB. Telephone: 01-439 0666

GRANDSLAM


SMASHING IT'S WAY TOWARDS YOU!

Screen shots from ATARI ST version.

Out of the arcade into the computer... a fury of havoc and destruction straight from the Halls of Kairos.

CBM 64/128 £9.99c £14.99d
Amstrad £9.99c £14.99d

U.S. GOLD

Spectrum 48/128K £8.99c + 3 £12.99d
Atari ST £19.99d

U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388

Rolling Thunder

► MACHINES: ATARI ST/AMIGA/SPECTRUM/CBM64/-AMSTRAD.
► SUPPLIER: US GOLD.
► PRICES: £19.99 (ATARI ST)/£24.99 (AMIGA)/£9.99/£11.99 (CBM64)/£8.99 (SPECTRUM)/£9.99/£14.99 (AMSTRAD).
► VERSION TESTED: ATARI ST.
► REVIEWER: JOHN RENWICK.

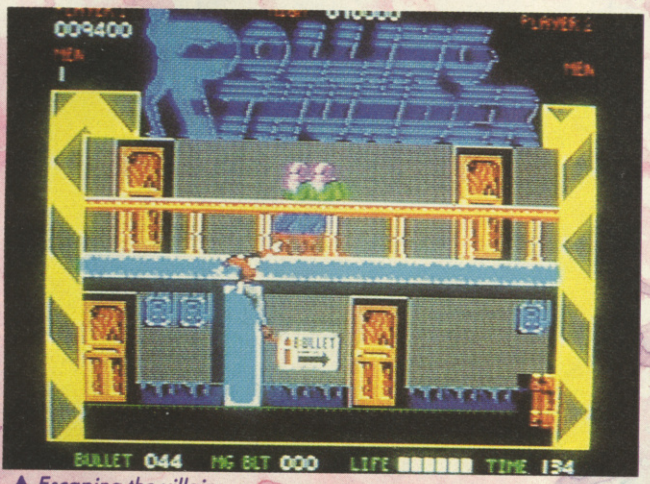
police organisation. Your colleague Leila has been captured by Maboo, evil head of the terrorist group Geldra, and your task is to get her back, at which point I expect it would be time for big snogs.

The game's set in an abandoned warehouse complex, which means plenty of opportunity for leaping around catwalks, piles of crates, heaps of tyres and stairways.

Every so often you'll pass a doorway. Some are labelled as ammunition stores – containing either ordinary bullets or super-bullets which kill in one shot – while others are just useful for hiding behind. Hiding from what, you may ask? Well, the Geldra goons are on the lookout for you, and they'll shoot you, punch you, or throw bombs at you if they get within range. It's best to keep shooting ahead of you to clear the way, and don't forget that you can bound athletically to and from the balconies to get to grips with them.

Though it's wise to wipe out every goon you see, you can't waste too much time, because there's a time limit on each level. On the second level, you have to leap to the top of a huge pile of crates, and on the third even more dangers appear, including flaming lava-monsters and bounding cheetahs.

has come in for a bit of stick, the other eight-bit and 16-bit versions seem to have thaty all-too-rare element of catchiness which makes you want to play just until you've finished the next level . . . and the next . . . and the next . . .



▲ *Escaping the villains.*

▲ *Look before you leap.*

▲ *Make sure your aim is true.*

▲ *Big trouble.*

Rollicking good fun this, one of the better coin-op conversions of recent months and one of the few decent games of its kind on the Atari ST.

A horizontally-scrolling platforms-and-ladders shoot-'em-up, *Rolling Thunder* casts you in the role of Albatross, a secret agent of an international

While your lifemeter shows the amount of energy you have remaining, one good punch or shot and you're dead, so the best advice is to stay clear of any physical contact. The characters are nicely animated, with your hero assuming an appropriately macho pose as he fires, and the hooded baddies crumpling satisfyingly, especially if you catch them in the middle of a mid-air leap.

The colour scheme is a bit nauseating and the sound effects and music unremarkable, but otherwise this is a well-designed and enjoyable game. There are some nice touches such as the way you can take cover inside a pile of tyres, or leap from obstacle to obstacle over the heads of the baddies.

Although the CBM64 version

► GRAPHICS 7
► SOUND 5
► VALUE 7
► PLAYABILITY 8

Rolling Thunder has now been released on all the main formats and is available in the shops now. John is quite right when he says some of the eight bit versions got well and truely slagged. I found the C64 one sinularly tedious and the Amstrad not much better. However, on the 16 bit machines the thing is considerably improved and they have to be the ones to go for if you are lucky enough to have the choice.

1 Bridge Street
Galashiels
TD1 1SW

WORLDWIDE SOFTWARE

49 Stoney Street
Nottingham
NG1 1LX

SPECTRUM	CASS	DISK
Action Force II	5.95	10.85
Advanced Tactical Fighter	7.25	9.45
Alien Syndrome	7.25	
Arcade Force Four	7.25	
Bionic Commandos	6.55	
Charlie Chaplin	6.55	
Cybernoid	5.95	10.85
Dream Warrior	6.55	
Elite Six Pack I, II or III	7.25	10.85
Football Manager II	7.25	
Gothik	5.95	
Guild Of Thieves		11.95
Hercules	5.95	9.45
Impossible Mission II	6.55	
Karnov	7.25	
Konami Arcade Collection	7.25	10.85
Matchday II	5.95	10.85
Operation Wolf	6.55	
Platoon	7.25	10.85
Predator	7.25	
Road Blasters	7.25	
Streetfighter	6.55	
Target Renegade	5.95	
Teladon	6.55	
The Pawn		11.95
Time and Magik	10.85	10.85
Top Ten Collection	7.25	9.95
Vampires' Empire	6.55	9.45
Vindicator	6.55	10.85
Vixen	6.99	11.99
We are the Champions	7.25	10.85
Where Time Stood Still	5.95	10.85
Wizard Wars	6.55	
10 Great Games Vol II	7.25	
4 Smash Hits (Hewson)	7.25	10.85

ATARI ST	
Arcade Force Four	16.45
Bad Cat	13.25
Beyond Zork	16.45
Black Lamp	13.25
Captain Blood	13.25
Carrier Command	16.45
Charlie Chaplin	13.25
Dungeon Master	16.45
Flying Shark	13.25
Football Manager II	13.25
Gauntlet II	13.25
Goldrunner II	13.25
Gunship	16.45
Hercules	13.25
Impossible Mission II	13.25
Leatherneck	13.25
Legend of the Sword	13.25
Obliterator	16.45
OIDS	13.45
Outrun	13.25
Platoon	13.25
Predator	13.25
Rimrunner	9.95
Rolling Thunder	13.25
Sherlock Crown Jewels	16.45
Starglider II	16.45
ST Soccer	13.25
Time and Magik	13.25
Universal Military Sim	16.45
Verminator	16.45
Vixen	14.99
Where Time Stood Still	13.25
Wizard Warz	13.25
Xenon	13.25
10 DS/DD 3.5" Blank Disk	9.95

50p extra off all titles – SUMMERTIME SPECIAL OFFERS – 50p extra off all titles. Tell us where you saw our advert then deduct 50 pence from our advertised price on each title that you order (no limit to number of titles) (offer also valid for software not advertsised).

COMMODORE 64/128	CASS	DISK
Aaargh	7.25	
Arcade Force Four	7.25	11.20
Bad Cat	7.25	9.00
Bionic Commandos	7.25	9.00
Charlie Chaplin	7.25	11.20
Dream Warrior	7.25	9.00
Firefly	6.55	9.75
Flight Simulator II	29.95	37.95
Football Director	6.55	
Football Manager II	7.25	11.20
Hercules Slayer of the Damned	7.25	11.20
Hunt for Red October	11.20	14.95
Impossible Mission II	7.25	11.20
IO	6.55	9.75
Jet		28.95
Jinxs	7.25	11.20
Jinxter		14.95
Karnov	7.25	11.20
Konami Arcade Collection	7.25	13.50
Matchday II	6.55	9.75
Mini Office II	12.75	14.95
Outrun	7.25	9.00
Pac Land	7.25	11.20
Pandora	7.25	9.75
Pirates	11.20	14.95
Platoon	7.25	11.20
Predator	7.25	11.20
Project Stealth Fighter	11.20	14.95
Rim Runner	6.55	9.75
Ring Wars	7.25	11.20
Road Blasters	7.25	11.20
Samurai Warrior	6.55	11.20
Shackled	7.25	11.20
Stealth Mission		14.95
Target Renegade	6.55	9.75
Test Drive	7.99	11.99
The Eternal Dagger		14.95
The Train	7.99	11.99
Time and Magik	11.20	11.20
Top Ten Collection	7.25	9.95
Up Periscope		14.95
Vampires' Empire	7.25	9.75
Vixen	7.99	11.99
Wizard Wars	7.25	9.00
10 Great Games II	7.25	11.20
4th and Inches	7.25	11.20
6 pack Vol 2 or 3	7.25	11.20

Sega Afterburner in Stock NOW! 22.95

Please make cheques and postal orders payable to WORLDWIDE SOFTWARE, Prices include postage and packing in UK. Overseas orders please add £1.00 per cass/disk for AIR MAIL delivery

Credit Card Telephone Numbers: 0896 57004, 0602 480779

Wight Computing Home Micros

Machines

Amiga 500A (Includes modulator)	£460.00
Amiga 501 1/2 meg expansion	£115.00
Cumana 3 1/2 extra drive	£124.50
Commodore 1084 stero Hi res monitor	£315.00
Commodore 64C and data cassete + joystick	£150.00
Commodore 1541 C disc drive inc 28 games	£159.00
Atari 520 STFM	£344.00
Cumana 3 ½" extra drive	£130.00
Spectrum 128K plus 2	£129.00
Used Spectrum's 3 mth warranty from	£50.00
Amiga A500, 1084 high res. colour monitor, Citizen 1200 printer, The Work software (Business Pack)	£757.85

Phone for items not listed PCW/PC Sega etc
Part Exchanges Welcome Minimum £20.00

Repairs

Spectrum Keyboard faults	£8.00
Spectrum plus Keyboard fault	£10.00
Spectrum non keyboard fault	£18.00
Commodore 64/CBM 16/Vic 20	£29.00
Amstrad CPC range phone	from £20.00
Amstrad PCW range phone	from £39.00
Spectrum Power supplies	£6.00
Commodore 64/Vic 20	£20.00

Accessories

Printer leads Amiga/ST/IBM Comp.	£12.95
Vic 20 Modulators	£17.50
Quickshot II	£11.50
Quickshot II Turbo	£13.00
Quickshot I	£5.95
Locking disk box 3.5 (40)	£10.50
10 DSDD disk in plastic library case	£12.95
Mouse Mat	£5.50
Plus 3 Tape leads	£4.50
Spectrum tape leads	£1.60
Leads made to your requirements	from £5.00

Barclaycard or Visa Card orders phone 0983 68978
Or write to: WCHM, 122 High Street, Ryde, Isle of Wight PO33 2SU

Advice given freely, get the right machine phone John or Ron on 0983 68978

All prices include VAT @ 15% and postage & packing.
72 hour courier service on purchases over £100.00

TITLE	SPECTRUM		AMSTRAD		CPC	
	Tape	Disk	Tape	Disk	Tape	Disk
Platoon	8.49	11.99	8.49	11.99	8.49	11.99
Ikari Warriors	7.49	11.49	8.49	11.49	8.49	11.99
Matchday II	6.99	11.99	8.49	11.99	8.49	11.49
Star Wars	8.49	–	8.49	11.99	–	–
Combat School	6.99	11.99	7.49	11.49	7.49	11.49
ATF	7.49	–	7.49	11.49	7.49	10.99
Rolling Thunder	7.49	11.49	7.99	11.99	7.99	11.99
10 Great Games 2	8.49	–	8.49	11.99	8.49	–
We Are The Champions	8.49	–	8.49	14.95	–	–
World C. Leadernoard	7.49	–	8.49	11.99	–	–
Arkanoid 2	6.99	11.99	7.49	11.99	–	–

Accessories:-
AMS 20L Disc Box 3" or 3.5" £9.99 – DMP 2/3/3260 Ribbon Black £4.99
Spec/Ams AMX Mouse & Art £59.99 – Dust Covers from £3.49 – Comp. Pro. £13.99
Software also available for Archimedes, Atari XL+ST, BBC, Amiga, CBM 16/+4, Electron, MSX, Sega, PCW. A large selection of utility software also available. The software you want not shown? Ring now for other software and new releases. Software hire library for AMSTRAD CPC owners, with titles from 50p for two weeks.
All prices fully inclusive of VAT and P&P, Cheques P. Orders, COD – Phone.

TORNADO COMPUTER SERVICES
4 Swan Court, Dunstable, LU6 3DE
Tel: (0582) 604610

ATARI ST OWNERS

Why not complement the greatest home computer on the market by obtaining membership with the MIDLAND GAMES LIBRARY. *The greatest, biggest and best Atari Club on the market.*

APPROX 1050 ST TITLES NOW IN STOCK

Games, Business, Education and utilities.
MIDLAND GAMES LIBRARY: The company who over 5 years ago first conceived the idea of a software library.
FOR SALE: HUGE STOCK CLEARANCE OF ATARI XL/XE CASSETTES. Hundreds to clear, all originals, please write in for list and prices. 200XL Cassettes for sale (originals) £200 the lot.
Often purchasing popular programs in multiples of five or six to give all our members a fair chance. Always adding approximately 40 new programs monthly.
Many very satisfied members, many as far away as Iceland, Sweden, West Germany, Holland, Denmark and Eire.
A fast efficient and friendly service operating a computerised custom built system to keep track of all your records. requests are attended to immediately, virtually assuring you a 24 hour return of service. regular newsletters and program updates. plus other inter-club activities.

SEND LARGE S.A.E. TO:

MIDLAND GAMES LIBRARY
48 READWAY, BISHOPS CLEEVE, CHELTENHAM, GLOS.
Tel: 0242-67-4960 9.30-4.30
All our programs are originals with full documentation

HOMESOFT (UK)

(0772) – 452414

P.O BOX 49, LEYLAND, LANCS, PR5-1DG.

ALL Prices Include VAT and POSTAGE

THIS MONTHS SPECIAL OFFERS
CHEETAH 125+ £7.40 QUICKSHOT TURBO £11.20
COMP PRO EXTRA £12.55 MACH 1+ £12.65
KONIX SPEEDKING £10.10 MOONRAKER £4.99
FANTASTICK III £5.95 QUICKSHOT II PLUS £7.88

DISKS - VIDEOS - STORAGE UNITS
MIMIC 3.5" DS/DD BOXED £9.90 -10 / £47 -50
DS/DD BULK BOXED 5.25" £4.10 per BOX of 10
JVC E180 TAPES £3.75 HTC E180 TAPES £3.05
KODAK E180 TAPES £3.75 KONICA E180 £3.45
TWIN & TRIPLE PK PRICES ON REQUEST
5.25" 100 Capacity BOX £7.20 – 50 Cap £6.20
3.5" 80 Capacity BOX £7.20 – 40 Cap £6.20
POSSO DELUXE STACKABLE STORAGE UNITS FROM £17.99 – 150 Cap 3.5" £16.99 – 80 Cap 5.25"
STATIC MOUSE MAT £5.10 5.25" NOTCHER £4.10

C. S. Software

SPECIAL OFFERS — GOOD DEALS

IF YOU SEE CHEAPER, WE WILL BEAT THE PRICE

SEGA CARTRIDGES	
SPY v SPY	13.80
Wonderboy	17.95
Outrun	22.40
Teddy Boy	13.80
Ninja	17.90
Ghost House	13.80
World Grand Prix	17.90
Missile Defence (3D)	22.40
Enduro Racer	17.90
Rocky	22.40
Zillion	17.90
F16 Fighter	13.80
3D Zaxxon	22.40
My Hero	13.80
Pro-Wrestling	17.95
After Burner	22.40
Choplifter	17.90

Sega Master System/Light Phasor	124.00
Sega Master System	99.00
Light Phaser with Cart.	44.00
3D Glasses	39.00

Many other titles available for your Sega System.

Amstrad 464/6128/PCW
Commodore 64/128/+3
Sinclair 48/128/+3
Sega
Nintendo
Atari XL/XE/ST
BBC/Electron
MSX
IBM
Please send for full price list

You name the Game – We sell it!

Free Poster with every order – up to 30% Discount on certain software
Please make cheques and postal orders payable to:
C. S. SOFTWARE (Dept. CVG).
Linshire Farm, Buckingham Road, Whittlebury, Northants NN12 8XN. Tel: (0327) 50478
All prices include postage and packing + VAT. All software normally despatched 24hrs, but please allow 7 days.

Overlord

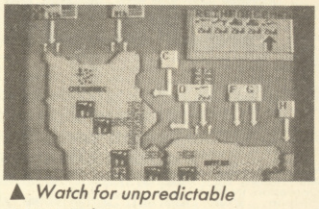
► MACHINE: SPECTRUM 48/128.
► SUPPLIER: CCS.
► PRICE: £9.95 TAPE.
► REVIEWER: STEVE BADSEY.

Described as "based on" the historical *Overlord* by Max Hastings, this is a fairly straightforward one-player game of the D-Day invasion and subsequent campaign by Ken Wright, designer of *Blitzkrieg* and *Napoleon at War*. The game starts with the Allied invasion, and the player, taking the Allies, has a choice of invasion beaches, allowing alternatives such as the Pas de Calais landings to be tested. The game ends when the Allies reach Paris or one side falls below 40 per cent strength. The best feature of the game, and the one into which most effort has gone, is the computerised German defence, which is very good and never predictable.

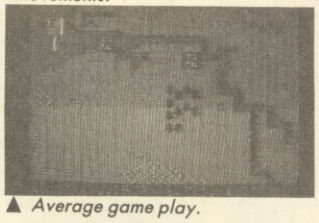
Unfortunately, the game is based on the same playing mechanism as Ken Wright's earlier work. This has now had most of the bugs taken out of it, and gives more realistic combat results, but it can still cause unpredictable movement. It is true that perfect control cannot be achieved in war, but at the strategic level of the Normandy landings there was better control than the game provides. Also, Corps and Army formations are lumped together as having seven subunits each. This means that Second British Army (real strength 12 divisions) is the same size and of lower fighting value than II SS Panzer Corps (2 divisions). It is right to suggest, as Max Hastings does, that some German units were stronger than some Allied, but overall the Allies were far stronger, which is why they won. At all but the easiest of the three levels offered by the game, they are lucky to scrape a draw.

This is an average game, neither particularly accurate or inaccurate, interesting or boring. But every game that Ken Wright has designed has been better than the last one. Some day he may produce something very good indeed.

► GRAPHICS 8
► REALISM 5
► VALUE 6
► PLAYABILITY 5



▲ *Watch for unpredictable movements.*

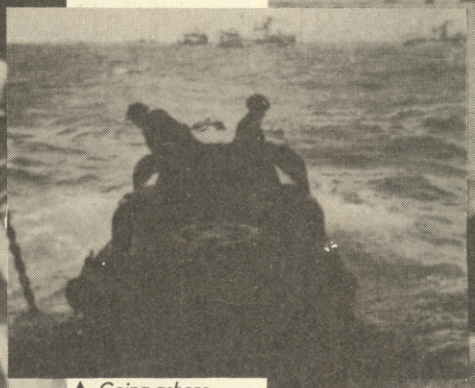


▲ *Average game play.*

Amiga and ST owners will have to wait until August for *Overlord* to appear on their machines.

The computer simulation of the famous Allied Liberation of France promises many extra features and superb detail in the 16-bit version.

▲ *Winston Churchill and General Montgomery chat with C+VG Review. Steve Bradley (left).*



▲ *Going ashore.*

▲ *The D-Day landings.*

Pegasus Bridge

► MACHINE: SPECTRUM/AMSTRAD/CBM 64.
► SUPPLIER: PSS.
► PRICE: £9.95 TAPE £14.95 DISK.
► VERSIONS TESTED: CBM 64.
► REVIEWER: STEVE.

Pegasus Bridge is still there if you look for it, actually two bridges side by side across the River Orne and Caen Canal, a short way in from the beaches of Normandy. Before dawn on D-Day, 6th June 1944, men of British 1st Airbourne Division were dropped by parachute and glider to capture those two bridges, and destroy the six bridges across the River Dives a short distance away, so preventing the Germans from counter-attacking as the first Allied landings took place. It was a confused and desperate battle, fought by isolated parties of a few hundred men, with the arrival of reserves from one side or the other swinging the decision either way. But by the end of the day the British had achieved all their objectives.

A small unit action like this is one of the most difficult of all battles to computerise. But *Pegasus Bridge* does it brilliantly. This is a one or two player game, and the computer as an opponent can be set for three levels not of difficulty but of aggression – it will use different tactics depending on the choice. So, the player can defend with the Germans against the high aggression of the Airbourne forces if he wishes. The suddeness of small unit action is reflected in high casualty rates and rapid movement, although the game mechanism itself can be a little slow moving.

This is an excellent game of an exciting and unusual battle, and very good value indeed.

► GRAPHICS: 7
► REALISM: 8
► VALUE: 9
► PLAYABILITY: 8

The Amstrad and Spectrum versions of *Pegasus Bridge* are on sale now. No other conversions expected.

HOLMESOFT

MAIL ORDER DIVISION OF ESTABLISHED RETAILER AND PUBLISHERS

ALDERWOOD CENTRE
SEDGLEY, DUDLEY,
WEST MIDLANDS DY3 3QY
Tel. 0902-880971/313600

PHONE/WRITE PROMPT DESPATCH

CHEQUE/PO/£ DRAFT TO: HOLMESOFT
UK P&P INCL. (Add 50p for Rec Delivery)
EUROPE ADD 50p PER ITEM (Airmail)
ELSEWHERE add 75p per item (Airmail)
C.O.D. SERVICE AVAILABLE (phone)

SPECTRUM

	OUR PRICE
3D Game Maker	(D 8.95) 3.99
19 (Boot Camp)	(D 10.95) 6.75
720 Degrees	(D 10.95) 6.50
Action Force II	(D 10.95) 5.50
Adv. Tactical Fighter	(D 10.95) 6.25
All Stars (The Edge)	6.45
Aliens US	2.99
(Apache) GUNSHIP	(D 10.95) 6.75
Arcade Alley	4.99
Arcade Force Four	6.50
Archon Collection	(D 10.95) 6.95
Arkanoid-11	(D 10.95) 5.50
Bard's Tale	(D 10.95) 6.95
Basket Master	(D 10.95) 3.99
Bedlam (128 only)	4.99
Best of Elite 1 + 2	10.95
Beyond Ice Palace	(D 10.95) 5.50
Bionic Commandos	(D 9.95) 6.50
Black Lamp	(D 10.95) 5.50
Blitzkreig	6.75
Blood Brothers	(D 9.95) 5.50
Blood Valley	(D 10.95) 3.99
Buggy Boy	(D 10.95) 5.50
California Games	(D 9.95) 6.50
Carrier Command	10.95
Charlie Chaplin	6.45
Crossweyze	6.50
Championship Sprint	(D 10.95) 6.75
Coin-op Connexion	2.99 2.99
Combat School	(D 10.95) 4.99
Crazy Cars	(D 10.95) 6.50
Cybernoid	(D 9.95) 5.50
Dan Dare-II	(D 10.95) 5.50
Dark Sceptre	5.50
Dark Side	(D 10.95) 6.75
Double, The	8.95
Dream Warrior	6.45
Driller	(D 13.50) 10.50
Earthlight	5.50
Enlightmnt, Druid II	(D 9.95) 3.99
Federation	3.99
Firezone	9.50
Firefly	(D 10.95) 4.99
Firetrap	2.99
Flintstones	6.50
Flying Shark	(D 9.95) 5.50
Football Director	6.50
Football Manager II	6.50
Frightmare	(D 9.95) 6.50
G. B. Air Rally	5.99
G.Lineker Sup. Skills	(D 10.95) 5.50
G.Lineker'Soccer	(D 10.95) 5.50
Galactic Games	2.99
Gothik	(D 9.95) 6.75
Game Set & Match	(D 12.95) 8.95
Garfield's deal	6.50
Gauntlet I & II	6.95
Guardal Canal	2.99
Gutz	(D 10.95) 5.50
Gryzor	(D 10.95) 3.99
Gunsmoke	6.50
Hewson 4 Sm'sh-H	(D10.95) 6.75
High Frontier	2.99
Hercules	(D 9.95) 5.50
Ikari Warriors	(D 10.95) 6.50
Impossible Mission II	6.75

SPECTRUM

	OUR PRICE
Karnov	6.75
Konami Arcade Coll.	(D 12.50) 6.45
Last Of Mohicans	3.99
Lazer Tag	6.45
Lucasfilm Collection	2.99
Magnetron	(D 10.95) 5.50
Nihilist	2.99
Ninja Hamster	3.99
Operation Wolf	5.50
Overlord	6.75
Phantom Club	3.99
Pink Panther	(D 9.95) 6.50
Power Pyramids	6.50
Psycho Soldier	3.99
Quartet	2.99
Ring Wars	(D 10.95) 6.75
Red LED	2.99
Road Blasters	(D 10.95) 6.45
Roadstar XRI	(D 9.95) 5.50
Road Wars	(D 10.95) 5.99
Rolling Thunder	(D 9.95) 6.50
Skate Crazy	(D 10.95) 5.50
Six Pack -3	(D 10.95) 6.75
Shackled	6.45
Spy Trilogy	(D 10.95) 6.75
Soldier Of Light	6.75
Street Fighter	(D 9.95) 6.45
Super Sprint	2.99
Target Renegade	(D 10.95) 5.50
Teladon	6.45
Tom & Gerry	(D 10.95) 6.50
Top Ten Coll.	(D 9.50) 6.95
Traz	(D 9.95) 6.50
Vampires Empire	(D 9.95) 6.50
Vindicator (G. Beret -2)	5.50
Vixen	(D 10.95) 6.45
W C Leaderboard	(D 9.95) 6.50
Jinxter	DISK ONLY 10.95
Knight Orc	10.50
Live Ammo	(D 10.95) 6.75
L'board Famous Courses	3.99
Magnificent-7	(D 12.50) 6.50
Match Day II	(D 10.95) 5.50
Mickey Mouse	(D 10.95) 6.50
N.Mansell Grand Prix	(D 10.95) 6.75
Nebulus	(D 10.95) 6.50
North Star	(D 10.95) 4.99
Out Run	(D 9.95) 6.50
PHM Pegasus	(D 10.95) 6.50
Platoon	(D 10.95) 6.50
Predator	6.50
Rastan	(D 10.95) 5.50
Red October	(D 14.95) 10.95
Roy of the Rovers	6.75
Ryger	5.95
Scrabble De-Luxe	(D 11.95) 7.75
Scruples	(D 10.95) 6.75
Side Arms	(D 9.95) 5.99
Solid Gold	(D 10.95) 6.75
Star Wars	(D 10.95) 6.75
Super Hang-On	6.75
Ten Grt Games-II	6.75
Terramex	4.99
Tetris	(D 10.95) 4.99
Thundercats	(D 10.95) 5.50
Venom Strikes Back	(D 10.95) 5.50
We Are The Champions	(D 11.95) 6.50
Where Time Stood Still	(D 10.95) 5.50
Wizard Warz	6.50
Yeti	6.50

COMMODORE 64

	OUR PRICE
3 Stooges	Disk Only 10.95
4th and Inches	(D 9.95) 5.99
Aaargh!	(D 10.95) 6.75
Action Force II	(D 9.95) 6.50
All Stars (The Edge)	6.50
Arcade Alley	(D 10.95) 6.75
Arcade Force Four	(D 10.95) 6.50
Archon Collection	(D 11.50) 6.95
A T Fighter	(D 9.95) 6.25
Andy Capp	(D 9.95) 6.75
Apollo 18	(D 10.95) 6.95
Arkanoid II	(D 9.95) 6.50
720 Degrees	(D 10.95) 6.75
Airborne Ranger	(D 14.95) 10.95
Alt. World Games	(D 10.95) 6.75
Bards Tale II	DISK ONLY 12.95
Bangkok Knights	(D 10.95) 6.50
Bad Cat	(D 9.50) 6.75
Best of Elite 1 + 2	(D 12.95) 10.95
Beyond Zork	DISK ONLY 16.95
Bionic Commandos	(D 9.95) 6.75
Black Lamp	(D 9.95) 6.50
Bob Winner	(D 10.95) 6.75
Buggy Boy	(D 10.95) 6.75
Card Sharks	(D 10.95) 6.95
Championship Sprint	(D 10.95) 6.75
Combat School	(D 9.95) 3.99
California Games	(D 9.50) 6.75
Charlie Chaplin	(D 10.95) 6.75
Corporation	(D 10.95) 6.75
Crazy Cars	(D 10.95) 6.75
Cybernoid	(D 10.95) 6.50
C'Yeagers AFT	(D 12.95) 6.95
Dark Side	(D 9.50) 6.75
Demon Stalker	(D 10.95) 6.95
Double, The	8.95
Dan Dare II	(D 9.95) 6.50
Dream Warrior	(D 9.50) 6.75
Echelon	(D 9.50) 6.75
Firezone	(D 12.95) 9.95
Football Manager II	(D 9.95) 6.50
Fire Fly	(D 9.95) 4.99
Flintstones	(D 10.95) 6.75
Football Director	6.50
Frightmare	(D 10.95) 6.50
G Linekar Soccer	(D 10.95) 6.75
Game Set & Match	(D 12.95) 8.95
Gauntlet I + II	(Ltd Edit) 6.99
Gryzor	(D 9.95) 3.99
Garfields...Deal	(D 10.95) 6.75
Gothik	(D 9.95) 6.50
Gunsmoke	(D 10.95) 6.75
Gutz	6.50
Guadal Canal	3.99
G Linekar S Skills	(D 10.95) 6.75
Hercules	(D 10.95) 6.75
Hewson 4 S/Hits	(D 10.95) 6.75
Ikari Warriors	(D 9.95) 6.75
IO	(D 9.95) 6.50
Instant Music	(D 10.95) 6.95
Intrigue	DISK ONLY 9.95
Impos. Mission II	(D 10.95) 6.75
International Soccer	(D 9.95) 5.99
Karnov	(D 10.95) 6.75
Konami Arcade Coll.	(D 12.50) 6.50
Jinks	(D 9.50) 6.75
Jinxter	DISK ONLY 14.95
Lazer Tag	(D 9.50) 6.75
Lords of Conquest	(D 9.95) 6.95
Magnetron	(D 10.95) 6.75

COMMODORE 64

	OUR PRICE
Marauder	(D 10.95) 6.75
Matchday II	(D 9.95) 6.50
Live Ammo	(D 10.95) 6.75
Magnificent 7	(D 12.50) 6.50
Mickey Mouse	(D 10.95) 6.75
Micro M.U.D.	Disk Only 10.50
Might & Magic	Disk Only 17.95
Morpheus	(D 12.95) 10.95
N. Mansell GP	(D 9.95) 6.75
19 (Boot Camp)	(D 10.95) 6.75
Outrun	(D 9.50) 6.75
Pac Land	(D 10.95) 6.75
Pandora	(D 9.95) 6.75
PHM Pegasus	(D 10.95) 6.95
Pink Panther	(D 9.95) 6.75
Platoon	(D 10.95) 6.75
Predator	(D 10.95) 6.75
Proj: Stealth Fighter	(D 14.95) 10.50
Power at Sea	(D 10.95) 6.95
Pat'n v Rommel	Disk Only 10.95
Question -II	Disk Only 14.95
Rastan	(D 9.95) 6.50
Red October	(D 14.95) 10.50
Rim Runner	(D 9.95) 6.50
Ring Wars	(D 10.95) 6.50
Road Blasters	(D 9.95) 6.75
Road Wars	(D 10.95) 6.75
Roadstar XRI	(D 10.95) 6.75
Rolling Thunder	(D 9.50) 6.75
Roy of The Rovers	(D 10.95) 6.75
Samurai Warrior	(D 9.95) 6.75
Scate Crazy	(D 10.95) 6.75
Scrabble De-Luxe	(D 11.95) 9.50
Scruples	(D 10.95) 9.95
Shackled	(D 10.95) 6.25
Shoot Em Up Const.	(D 14.95) 10.50
Six Pack -3	(D 10.95) 6.50
Skate or Die	(D 10.95) 6.95
Solid Gold	(D 10.95) 6.75
Sorceror Lord	(D 12.95) 8.95
Star Wars	(D 10.95) 6.75
Stealth Mission	Disk Only 14.95
Street Fighter	(D 9.50) 6.75
Super Hang On	(D 10.95) 6.75
Super Sprint	3.99
Sherlock ß C/Jewels	Disk only 14.95
Skyfox-II	(D 10.95) 6.95
Spy Trilogy	(D 10.95) 6.75
Strike Fleet	DISK ONLY 10.95
Target Renegade	(D 9.95) 6.50
The Games – Winter Ed	(D 9.95) 6.50
Thundercats	(D 10.95) 6.50
Teladon	(D 9.95) 6.50
Test Drive	(D 10.95) 6.95
Ten Gt Games II	6.75
The Train	(D 10.95) 6.95
Tom & Jerry	(D 10.95) 6.75
Top Ten Collection	(D 10.95) 6.95
Troll	(D 9.95) 6.75
Up Periscope	DISK ONLY 13.95
Vampires Empire	(D 9.95) 6.75
Venom Strikes Back	(D 10.95) 6.75
Vindicator (G. Beret -2)	(D 9.95) 6.75
Vixen	(D 9.95) 6.75
We Are The Champions	(D 12.50) 6.50
Western Games	(D 8.95) 3.99
Wizard Warz	(D 9.95) 6.75
World Tour Golf	(D 9.95) 6.95
Yeti	(D 9.95) 6.50

Amiga Software 100's Phone/Write

AMSTRAD

	OUR PRICE
All Stars (The Edge)	6.49
(Apache) Gunship	(D 10.95) 6.99
Arcade Force Four	(D 14.95) 6.99
Arkanoid II	(D 10.95) 6.49
AT Fighter (ATF)	(D 10.95) 6.49
720°	(D 10.95) 6.99
Bad Cat	(D 10.95) 6.99
Basket Master	4.99
Bionic Commandos	(D 10.99) 6.99
Bob Winner	(D 10.95) 6.99
Best of Elite 1 + 2	(D 10.95) 10.99
Buggy Boy	(D 10.95) 6.50
California Games	(D 9.95) 6.99
Championship Sprint	(D 10.95) 6.99
Charlie Chaplin	(D 10.99) 6.99
Combat School	(D 10.95) 4.99
Crazy Cars	(D 10.95) 6.99
Cybernoid	(D 10.95) 6.99
Dan Dare II	(D 10.95) 5.49
Dark Side	(D 10.99) 6.99
Dream Warrior	(D 10.99) 6.99
Famous Courses	(D 7.50) 3.99
Frightmare	(D 10.95) 6.99
Fitball Manager II	(D 10.95) 6.99
Garfield's...Deal	(D 10.95) 6.50
Ger Dexter I + II	(D 10.95) 6.99
G Linekar Soccer	(D 10.95) 6.99
G Linekar S Skills	(D 10.95) 6.99
Gothik	(D 10.99) 6.49
Game Set & Match	(D 12.95) 8.99
Gryzor	(D 10.95) 3.99
Guadal canal	3.99
Hewson 4 S Hits	(D 10.95) 6.99
Ikari Warriors	(D 9.50) 6.99
Impossible Mission II	(D 10.99) 6.99
Jinks	(D 10.95) 6.99
Karnov	(D 10.95) 6.99
Konami Arcade Coll.	(D 12.95) 6.50
Mach-3	(D 10.95) 6.99
Magnificent 7	(D 12.50) 6.50
Matchday II	(D 10.95) 6.50
N. Mansell G.P.	(D 10.95) 6.99
North Star	(D 10.95) 5.99
Outrun	(D 10.95) 6.99
PHM Pegasus	(D 10.95) 7.50
Pirates	DISK ONLY 14.99
Platoon	(D 10.95) 6.99
Predator	(D 10.95) 6.99
Rastan	(D 10.95) 6.50
Red October	(D 14.95) 10.95
Renegade	3.99
Rim Runner	(D 10.95) 6.50
Ring Wars	(D 10.95) 6.99
Road Blasters	(D 10.99) 6.99
Road Wars	(D 10.95) 6.99
Rolling Thunnder	(D 10.95) 6.99
Six Pack-3	(D 10.95) 6.99
Skate Crazy	(D 10.99) 6.99
Solid Gold	(D 14.95) 6.99
Star Wars	(D 10.95) 6.99
Street Fighter	(D 10.99) 6.99
Supersprint	3.99
Target Renegade	(D 10.95) 6.50
Ten Gt Games II	6.99
Thundercats	(D 10.95) 6.50
Top Ten Collection	(D 10.95) 6.99
Vindicator (G. Beret -2)	6.49
We Are The Champions	(D 12.95) 6.99
Wizard Warz	(D 10.99) 6.99

SEGA NINTENDO Deduct 10%

ATARI ST

	OUR PRICE
Aaargh!	13.99
Army Moves	13.99
Arkanoid -II	13.99
Bad Cat	13.99
Beyond the Ice Palace	13.99
Black Lamp	13.99
Bob Winner	13.99
Buggy Boy	13.99
Captain Blood	16.99
Carrier Command	16.99
Crazy Cars	13.99
Dreadnought	13.99
Dungeon Master	16.99
Flintstones	12.99
Football Manager II	13.99
Genesis (Return to)	13.99
Ikari Warriors	10.99
Impossible Mission II	13.99
International Soccer	12.99
Kennedy Approach	16.99
Leatherneck	13.99
Legend of the Sword	16.99
Mach-3	13.99
Obliterator	16.99
Oids	13.99
Outrun	13.99
Pandora	13.99
Platoon	13.99
Police Quest II	13.99
Predator	13.99
Rim Runner	10.99
Road Wars	13.99
Rolling Thunder	13.99
Space Quest II	13.99
Shadowgate	16.99
Sherlock & Crown Jewels	16.99
Soccer Supremo	10.99
ST Adventure Creator	27.99
Starglider II	16.99
Test Drive	19.99
Universal Military Sim	16.99
Vampires Empire	13.99
Where Time Stood Still	13.99
Xenon	13.99

HARDWARE, ADD-ONS, BLANKS

ALL PRICES INCLUDE VAT & POSTAGE
Overseas £1 Securicor add £5

10x3½" disks	13.99
10x3" disks (Amst/Spec)	24.95
10x5¼" disks	7.95
10xc-15 cassettes	3.99
Cruiser Joystick	8.95
Euromax Professional	14.95
Euromax Joyball	12.95
Euromax Wiz-Card Controller	3.95
Quickshot II Turbo	12.50
Cheetah 125 +	6.95
Cheetah Mach 1 +	12.50
Konix S King Autofire	11.95
Konix Speedking (+ Game)	9.50
Delta Joystick	9.50
Euromax Elite	9.50
Quickshot -II	7.50
Action Replay Mk IV Pro	29.95

ORDERS ARE NORMALLY SENT WITHIN 1-3 DAYS

FOR SPEED USE ACCESS/VISA OR SEND PAYMENT 1ST CLASS

Stock Items Usually Sent by Return
Forthcoming Releases Sent on Release Day
SAE for Software/Hardware List

UNLISTED PRODUCT

NEW/OLD SOFTWARE DEDUCT 20% From RRP
HARDWARE: DED 10%

CLASSIFIED·ADVERTISEMENTS

FREE MEMBERSHIP!!

Hire – CBM64, Spectrum, Amstrad and VIC 20
Software (Top Titles)
Send 2 x 18p stamps for your hire kit

Computersoft (CV), PO Box 28
North PDO,
Nottingham NG5 2EE
(Please state which machine)

EURO ST SOFTWARE HIRE

Hire latest Atari ST Software
British, Irish and European Members
£5 membership (includes free hire)
Payment in Pounds Sterling or Irish Punts

EURO ST
Kinsella House, Sea Road, Arklow, Co. Wicklow, Ireland
(or send for information pack)

ATARI 400/600/800XL/ST AMIGA SOFTWARE

We have all round selection of disks, cassettes and cartridges.
FOR HIRE. Apply now and hire your first four games free. Around 1,500 different original titles. For full details send large stamped addressed envelope or telephone evenings 7pm-10pm or weekends

LOW ATARI PRICES
Atari 520 STFM **£299.90** post free + 15 disks
Antic and Analog magazines available
Amiga A500 at only **£469.90** p.f.

BEST QUALITY DISKS
Memorex 5¼" S.S./DD Discs 10 for **£11.95** p.f.
Unlabelled 5¼" D.S./DD Discs 10 for **£4.95** p.f.
Top quality unlabelled 3½" double sided disks
10 for **£12.95** 51 for **£54.95**
25 for **£29.95** 100 for **£99.95**

GAMES & SOFTWARE CLUB
Dept. C+VG, 35 Tilbury Road, Thorney Close, Sunderland SR3 4PD
Tel: (091) 528 6351

NEW COMPUTER MAGAZINE NOW OUT

For all types of computers. First issue FREE of charge.
To find out more phone (0902) 633303 or write to:
COMPUMAG
33 Lister Street, Willenhall, West Midlands WV13 2HQ
For your FREE issue – DO IT TODAY!

DISCOUNT SOFTWARE

Up to 21% off RRP for ATARI, COMMODORE, SPECTRUM, AMSTRAD, BBC, MSX and IBM PC. Ring for Info Pack on any of the above machines: 24 hour HOTLINE: 0455 613377.

B. BYTES COMPUTER SYSTEMS, 19 Southfield Road, Hinkley, Leicestershire LE10 1UA.
ATARI SPECIALISTS

UK SOFTWARE EXCHANGE

Swap your used software. Free membership. Huge program base for the Spectrum and Commodore 64.
NOW ALSO FOR THE ATARI ST
Send s.a.e. for fast response and details to:
UK Software Exchange Club (CVG), 15 Tunwell Greave, Sheffield S5 9GB

If you wish to advertise in this section call Lora Clark on 01-251 6222 Ex. 2478 for details.

BYRITE SOFTWARE

COMMODORE £2.99 EACH CASSETTES

APSHAI TRILOGY, DARK EMPIRE, THE DETECTIVE, LEGIONS OF DEATH, SIGMA 7, FIRELORD, SUPER STAR PING PONG, HEADCOACH, FALCON PATROL II, CHALLENGE OF GOBOTS, LEADERBOARD, CYBORG, TEMPLE OF TERROR, KAYLETH, PILE-UP, URIDIUM, HYBRID, BRIDE OF FRANKENSTEIN, DRAGONS LAIR, PUB GAMES, ELEVATOR ACTION, EAGLES, YABBA DABBA DOO, SKATEROCK, TOMAHAWK, MARBLE MADNESS, NETHER EARTH, WERNER, DOGFIGHT 2187, MOUNTIE MICK'S DEATHRIDE, DEATHSCAPE, MONTY ON THE RUN, DEADRINGER, KILLER RING, BOULDERDASH CONST. KIT, ON-COURT TENNIS, BEYOND FORBIDDEN FOREST, DEACTIVATORS, BATTALION COMMANDER, RANARAMA, GREYFELL, WIBSTARS, SHADOW SKIMMER, THANATOS, INT KARATE, NEMESIS (Konami), JAILBREAK (Konami), FIRELORD, RESCUE ON FRACTALUS, THE TUBE, TAI BOXING, BEST OF BEYOND, DRUID II.

COMMODORE £2.99 EACH CASSETTE COMPILATIONS

ALLIGATA ACTION PACK, PLATFORM PERFECTION, UNBELIEVABLE ULTIMATE, SCOTT ADAMS SCOOPS, BEST OF BEYOND, BIG NAMES BONANZA.

COMMODORE MISCELLANEOUS

SIMONS BASIC	£14.95
GEO'S	£0.99
DESIGNER'S PENCIL	£1.99
PASCAL DISC	£9.95
INTRO TO BASIC PART 1 + 2	£2.99
INTERNATIONAL SOCCER	£7.95
BROTHER HR10 DAISY WHEEL PRINTER	£129.95 + £5 P&P
FREEZE MACHINE	£27.95
COMMODORE 64 PSU	£25.00
NEOS MOUSE CASS	£18.95
SLIMLINE REPLACEMENT KEYBOARDS	£18.95

COMMODORE EDUCATIONAL ALL £1.99 EACH

RANCH, NUMBER TUMBLERS, SONGMAKER, ALPHA-BUILD, MAKE A FACE, DANCE FANTASY, ALF, LOGIC LEVELS, ALPHABET 200, FRACTION FEVER, AEGEAN VOYAGE, STORY MACHINE, SEA-SPELLER. (MASTER WORD, BALLOONING, CAR JOURNEY £4.99).

COMMODORE £3.99 EACH DISCS

ASSEMBLER TUTOR, EASY FILE, LOGO, FUTURE FINANCE. REVS, BEST OF BEYOND, ALIENS.

COMMODORE £1.99 EACH DISCS

HYPABALL, DECATHLON, MASTERS UNIVERSE (Adv.), NEMESIS WARLOCK, PASTFINDER, GALACTIC CONTROLLER, THING ON SPRING, NEXUS, STARION, REDHAWK, FIGHTING WARRIOR, RED ARROWS, MURDER BY THE DOZEN, TRACER SANCTION, TRANSFROMERS, BATTLE MIDWAY, CHAMELEON, EXPLORER, HACKER, PRODIGY, CHOLO, SPIRIT STONES, ZORK II, ZORK III, STARCROSS, DEADLINE, SUSPENDED.

COMMODORE AMIGA SOFTWARE

WISHBRINGER	£10.00
SUSPENDED	£10.00
MIND FOREVER VOYAGING	£10.00
DEADLINE	£10.00
SPELLBREAKER	£10.00
WITNESS	£10.00
STARCROSS	£10.00
STATION FALL	£10.00
TRINITY	£10.00
MOONMIST	£10.00
SEA STALKER	£10.00
CUTTHROATS	£10.00
SUSPECT	£10.00
INFIDEL	£10.00
PLANETFALL	£10.00
ZORK II	£10.00
ZORK I	£10.00
FINAL TRIP	£10.00
DR FRUIT	£10.00
VADER	£10.00
ROADWARDS	£13.95
LITTLE COMP PEOPLE	£12.95
OBLITOERATOR	£17.50
COMPUTER HITS	£17.50
BOBBLE BUBBLE	£13.99
FLINTSTONES	£13.99
PINK PANTHER	£13.99
XENON	£13.99
ROADWARS	£13.99
BARBARIAN (Palace)	£13.99
JET	£27.99
FERRARI FORMULA 1	£18.50
ROLLING THUNDER	£17.50
VAMPIRE EMPIRE	£13.99
STRIKE FORCE HARRIER	£17.50
GARRISON	£17.50
STRIP POKER II +	£9.95
POWER STRUGGLE	£9.95
TIME BANDIT	£13.99
HUNT FOR RED OCTOBER	£17.50

THIS IS ONLY A SAMPLE. ALL NEW TITLES AT 30% OF RRP.

COMMODORE NEW TITLES

WE ARE THE CHAMPIONS	£6.95
TOP TEN COLLECTION	£6.95
ARCADE FORCE FOUR	£6.95
TEN GREAT GAMES VOL II	£6.95
KNOMI COLLECTION	£6.95
THE EDGE ALLSTARS	£6.95
SIX PACK VOL III	£6.95
IO	£6.29
CYBERNOID	£6.29
BIONIC COMMANDER	£6.95
DREAM WARRIOR	£6.95
RIM RUNNER	£6.29
PAC-LAND	£6.29
TARGET RENEGADE	£6.29
IKARI WARRIORS	£6.95
PINK PANTHER	£6.95
VIXON	£7.95
IMPOSSIBLE MISSION II	£6.95
FLINTSTONES	£6.95
ATF	£6.29

DON'T FORGET A FULL 30% OFF ANY NEW TITLE NOT LISTED.

BYRITE SOFTWARE 1-3 TITLES 75p. 4 OR MORE £1.00.

ATARI S.T. SOFTWARE

ADDICTABALL	£10.00
LIVINGSTONE I PRESUME	£10.00
CHAMPIONSHIP WRESTLING	£10.00
WORLD GAMES	£12.95
WISHBRINGER	£10.00
PLANETFALL	£10.00
BORROWED TIME	£10.00
HACKER	£10.00
ZORK II	£10.00
PLANETFALL	£10.00
STATIONFALL	£10.00
MOONMIST	£10.00
ULTIMA II	£10.00
ZORK III	£10.00
BALLYHOO	£10.00
BLACK CAULDRON	£10.00
ZORK I	£10.00
AMAZON	£10.00
KINGS QUEST II	£10.00
GOLDEN PATH	£10.00
MIND FOREVER VOYAGING	£10.00
CUTTHROATS	£10.00
HACKER II	£10.00
TURBOST	£10.00
INFIDEL	£10.00
TRINITY	£10.00
FARENHEIT 451	£10.00
BOULDERDASH CONST KIT	£10.00
NINE PRINCES IN AMBER	£10.00
JEWELS OF DARKNESS	£12.95
SILICON DREAMS	£12.95
DARK CASTLE	£17.50
OIDO	£13.99
XENON	£13.99
TRANTOR	£13.99
ROADWARS	£13.99
BMX SIMULATOR	£9.95
CARRIER COMMAND	£17.50
PREDATOR	£13.99
PINK PANTHER	£13.99
EXTENSOR	£4.99
UMS	£17.50
TIME AND MAGIC	£13.99
INT SOCCER	£13.99
IKARI WARRIORS	£9.95
POLICE QUEST	£13.99
ARCADE FORCE FOUR	£17.50
LEISURE SUIT LARRY	£13.99
DUNGEON MASTER	£17.50
OUT RUN	£13.99
GUNSHIP	£17.50
COMPUTER HITS	£20.95

ANY NEW TITLE NOT LISTED AT 30% OFF RRP!!

BYRITE SOFTWARE 1-3 TITLES 75p. 4 OR MORE £1.00.

SPECTRUM £2.99 EACH CASSETTES

IMPOSSABALL, JAILBREAK, TRAP, NEMESIS, CHALLENGE OF GOBOTS, PYRACURSE, SIGMA 7, WIBSTARS, KILLER RING, ELEVATOR ACTION, THANATOS, REBEL PLANET, MOON CRESTA, PLAY CARDS RIGHT, DEEP STRIKE, DARK EMPIRE, SPY V SPY III, FOOTBALL MANAGER, FIGHTER PILOT, MONTY ON RUN, GUNRUNNER, BUTCH HARD GUY, RESCUE ON FRACTALUS, RANARAMA, TUJAD, PUB GAMES, DEACTIVATORS, GREYFELL, DOGFIGHT 2187, BRIDE OF FRANKENSTEIN, HYBRID, STOLE A MILLION, TRIAXOS, DEADRINGER, MOUNTIE MICKS DEATHRIDE, KRAKOUT, NETHER EARTH, INFILTRATOR, DINAMITE DAN II, FAIRLIGHT II, DEATHSCAPE, STRIKE FORCE COBRA, GOONIES, GRANGE HILL, METRO CROSS, TUBE, DRUID II, SLAINE, SHAOLINS ROAD, CHALLENGE OF GOBOTS, BASKET MASTER, PSYCHO SOLDIER, GRYZOR, COMBAT SCHOOL, FIREFLY, RENEGADE, SAMURAI TRILOGY, ONIK, NINJA, HAMSTER, DEATH OR GLORY, SPY v SPY II, CHAIN REACTION

SPECTRUM UTILITYS

ROTRONICS WAFADRIVE + 1 FREE 64k WAFA £17.49 INC P&P.
ALPHA-COM PAPER 5 ROLLS £10.95 inc P&P.
EXTRA WAFADRIVE CARTRIDGES 16k £2.00 EACH. 64k £3.50 EACH.
MULTIFACE ONE £37.95.
MULTIFACE 128 £4[illegible].00.
MULTIFACE 3 £42.00.

SPECTRUM SPINNAKER EDUCATIONAL ALL £1.99 EACH

AEGEAN VOYAGE, LOGIC LEVELS, FRACTION FEVER, RANCH, DANCE FANTASY, (AXTEC, KING ARTHUR'S QUEST, BALLOONING, CAR JOURNEY ALL FOR £4.99).

SPECTRUM £1.99 EACH CASSETTES

SPLITTING IMAGE, MAILSTROM, VU-CALC, 10TH FRAME, EXPRES RAIDER, KINETIK, COMET GAME, POLE POSITION, MS PAC-MAN, XCEL, SKOOLDAZE, FIGHTING WARRIOR, BATTLE OF PLANETS, 3 WEEKS IN PARADISE, PSI-5-TRADING CO, COSMIC SHOCK ABSORBER, MIKIE, KORONIS RIFT, HIVE, PRODIGY, REVOLUTION, FIFTH QUADRANT, GALVAN, ICE TEMPLE, DOUBLE TAKE, SKYFOX, HACKER, ACTION REFLEX, SAI-COMBAT, FUTURE KNIGHT, HIGHLANDER, RED SCORPION, XENO, ROGUE TROOPER, CHUCKIE EGG II, SKY RUNNER, MIAMI VICE, TEMPLE OF TERROR, EQUINOX, COP-OUT, DANDY, AGENT ORANGE, EXPLORER, XARQ, BRAINSTORM, GYRON, TAPPER, UCHI MATA, BUBBLER, WEST BANK, LORDS OF MIDNIGHT, (FUN FORCE 3 PACK, TREMOR, LEVITATION, THE HULK ALL FOR £1.99).

SPECTRUM £2.99 EACH COMPILATIONS

UNBELIEVABLE ULTIMATE, NOW GAMES III, BEST OF BEYOND, SCOTT ADAMS SCOOPS, COIN-OP CONNEXION INC, CRYSTAL CASTLES, BREALTH, EXPRESS RAIDER, METRO CROSS.

SPECTRUM NEW TITLES

WE ARE THE CHAMPIONS	£6.95
TOP TEN COLLECTION	£6.95
ARCADE FORCE FOUR	£6.95
TEN GREAT GAMES VOL II	£6.95
KNOMI COLLECTION	£6.95
THE EDGE ALLSTARS	£6.95
SIX PACK VOL II	£6.95
CYBERNOID	£5.59
BIONIC COMMANDO	£6.29
FLINTSTONES	£6.29
VIXON	£6.29
DARKSIDE	£6.95
TELADON	£6.29
PINK PANTHER	£6.29
IMPOSSIBLE MISSION II	£6.29
A.T.F.	£6.29
GEE BEE AIR RALLY	£6.95

DON'T FORGET A FULL 30% OFF ANY NEW TITLE NOT LISTED!!

BRYRITE SOFTWARE P&P
1-3 titles 75p.
4 or more £1.00.

BYRITE SOFTWARE
PO BOX 589
LONDON N14 6SJ
01-882 6833

TELE-GAMES

Europe's Largest Stock Of Video Games & Cartridges
100s of cartridges for —

ATARI 2600 · Nintendo · CBS COLECO VISION · SEGA · INTELLIVISION

IN STOCK NOW

SPECIAL OFFER

Mega game worth £24.95 FREE with Sega console package price £99.95.

Sega console with light phaser and four FREE GAMES.

NOW ONLY £124.95

WICO JOYSTICKS FOR NINTENDO IN STOCK NOW AND NEW COLECO TITLES – OVER 100!

The leading Video game specialists.

Send for lists (state make of game) to
TELEGAMES, WIGSTON, LEICESTER, LE8 1TE (0533-880445)

An Ode to C+VG

Worried about your falling sales? The answer's here, it never fails. Just phone your pals, Garry and Sian. Have a natter and a bit of of yarn. Book some space, spend some cash. You know it pays to make a splash. Spending elsewhere is silly, not funny. Ring us now and make LOADSAMONEY!!

01-251 6222

MAIL-SOFT

* * * * * SIMPLEY THE CHEAPEST MAIL ORDER COMPANY* * * * *

* * TITLE * *	Spec +3 Cass	Spec +3 Disc	C64 Cass	C64 Disc	AMS Cass	AMS Disc
Ikari Warrior	6.24	D2	6.44	D2	6.44	D2
Morpheus	–	–	9.99	D3	–	–
I.Q	–	–	5.99	D2	–	–
Road Blaster	6.99	D2	6.99	D32	6.99	D2
Stealth Fighter	–	–	9.99	D4	–	–
Airbourne Ranger	–	–	9.99	D4	–	–
Intensity	–	–	5.99	D2	–	–
Samurai Warrior	–	–	5.99	D2	–	–
Target Renagade	4.94	D2	5.99	D1	5.99	D2
Shackled	5.99	D1	6.44	D1	6.44	D2
Bubble Bobble	4.94	D1	5.99	D1	5.99	D2
F. Manager 2	6.44	D2	6.99	D2	6.44	D2
Alt World Games	4.94	D1	6.44	D2	6.44	D2
Imp Mission 2	5.99	D2	6.44	D2	6.44	D2
Pacs Land	6.44	–	6.99	D2	6.44	D2
Elite	6.99	–	9.99	D3	6.99	D1
Earthlight	4.94	D1	–	–	–	–
Black Lamp	4.94	D1	5.99	D2	5.99	D2
Alien Syndrome	5.99	D1	6.44	D1	6.44	D2
Soldier Of Light	4.94	D1	5.99	D1	5.99	D2
Starglider	9.99	D2	9.99	D3	9.99	D4
Druid II	2.99	–	2.99	D1	2.99	D1
Football Director	5.99	–	5.99	–	5.99	–
Pink Panther	5.99	D1	6.44	D2	6.44	D2
Teladon	5.99	–	5.99	D1	–	–
Green Beret 2	4.94	–	5.99	D1	5.99	D2
Track Suit Manager	6.44	–	6.44	–	6.44	–
Jewels of Darkness	8.99	–	8.99	D2	8.99	D2
Flying Shark	4.94	D1	5.99	D1	5.99	D2
Time + Magick	9.99	D2	9.99	D2	9.99	D2
A.T. Fighter	6.44	D2	6.44	D2	6.44	D2
Gunship	6.99	D2	9.99	D4	9.99	D4
Peagusus Bridge	8.99	–	–	–	8.99	D3
Bionic Commandos	5.99	–	6.44	D1	6.44	D2
Pandora	–	–	6.44	D1	–	–
Dark Septre	4.94	D1	–	–	–	–
Buggy Boy	4.95	–	6.99	D2	6.99	D2
Rolling Thunder	5.99	D2	6.99	D1	6.99	D2
Platoon	6.44	D2	6.44	D2	6.44	D2
Garfield	6.99	–	6.99	–	6.99	D2
Magnetron	4.94	D1	5.99	D2	5.99	D2
Crosswize	4.94	D1	–	–	–	–
Time Stood Still	4.94	D1	6.44	D2	6.44	D2
Hit Pack 3	6.99	D2	6.99	D2	6.99	D2
Overlord	6.99	–	–	–	–	–
Gothiks	4.94	D1	5.99	D1	5.99	D2
Vampire Empires	4.94	D1	5.99	D1	5.99	D2
Arkanoid 2	4.94	D1	5.99	D2	5.99	D2
Guild Of Thieves	–	D2	–	D4	–	D4
Jinxter	–	D2	–	D4	–	D4
Badcats	5.99	D2	6.44	D2	6.44	D2
The Double	7.75	–	7.75	–	–	–
Knight Orc	9.99	–	9.99	D2	9.99	D2
Outrun	5.99	D2	6.99	D1	6.99	D2
Navy Moves	4.94	D1	5.99	D1	5.99	D2
Silicon Dreams	8.99	–	8.99	D2	8.99	D2

* * * TITLE * * *	Atari St	Amiga	IMB PC
Carrior Command	14.99	14.99	14.99
Starglider 11	14.99	14.99	14.99
King Of chicargo	–	18.99	–
U.M.S	14.99	14.99	14.99
Jinxter	14.99	14.99	14.99
E.P.T	14.99	14.99	–
Legend Of The Sword	11.99	11.99	11.99
Bobble Bubble	11.99	11.99	
Captain Blood	14.99	–	
Roadwars	11.99	11.99	
Defender Of Crown	14.99	14.99	16.99
Time + Magick	11.99	11.99	12.99
Bionic Commandos	11.99	14.99	12.99
Soccer Supermo	9.99	9.99	–
Jewels of Darkness	9.99	9.99	9.99
Strike Force Harrier	14.99	14.99	–
Badcats	11.99	14.99	16.99
Superstar Ice Hockey	14.99	14.99	14.99
Interceptor	–	16.99	–
3D Helicopter	14.99	14.99	12.99
Return To Genesis	11.99	–	–
Indoor Sports	14.99	14.99	14.99
Pink Panther	11.99	11.99	
Three Stooges	14.99	18.99	18.99
Flying Shark	11.99	–	
Gauntlet II	11.99	–	
Rolling Thunder	11.99	14.99	
Ikari Warrors	9.99	–	12.99
Gold Runner 11	11.99	–	
Vampire Empire	11.99	11.99	
Football Manager 2	11.99	11.99	12.99
Rocket Ranger	14.99	18.99	18.99
Test Drive	16.99	16.99	16.99
Obliterator	14.99	14.99	–
Out Run	11.99	–	–
Alien Syndrome	11.99	11.99	–
Silicon Dreams	9.99	9.99	9.99
Xenon	11.99	11.99	–
Black Lamp	11.99	–	–
Hotball	14.99	14.99	–
Leathernecks	11.99	11.99	–
Buggy Boy	11.99	–	–
Inter al Soccer	11.99	13.99	–
Red October	14.99	14.99	16.99
Gee Bee Air Rally	–	13.99	–
Flight Sim 2	26.99	26.99	39.99
Oids	11.99	–	–
Sentinals	11.99	11.99	–
Thundercats	11.99	–	–
Micky Mouse	11.99	–	–
Barbarian-Palace	9.99	11.99	–
Aaargh	11.99	11.99	–
Amagadon Man	14.99	14.99	14.99
Pandora	11.99	11.99	–
Shackled	14.99	–	–
Verminator	14.99	14.99	–

Available on disc format: D1=£8.99, D2=£9.99, D3=£11.99, D4=£12.99

Prices include P+P in UK, Europe add £1 Per tape, elsewhere £1.50. *CHQ/P.O Payable to*

MAIL-SOFT, (C+VG) P.O. BOX 589, LONDON N.15 6JJ

Please specify machine type in your order. Price matching:- If you see a title cheaper by another company in this mag we will match the price. If you dont see the title you require, simply deduct 30% of the R.R.P and send to us. (Except. Budget. Sega. Electronic Arts, Nintendo Titles) We stock software + joysticks for all machines. Access and visa cards accepted

Karnov

► MACHINES: SPECTRUM 48-128.
► SUPPLIER: ELECTRIC DREAMS.
► PRICE: £9.99.
► VERSION TESTED: SPECTRUM.
► REVIEWER: TRISTRAM COFFIN.

It's weird, it wacky, it's wonderful. That's *Karnov* for you! After what seems a VERY long wait, a decent coin-up conversion has appeared for the Spectrum. You'll be hooked as soon as you load it up – and you won't want to turn your machine off until you've completed the final level.

If you've played the original Data East arcade game you'll know what the concept owes a lot to *Rastan Saga* with a bit of *Ghosts and Goblins* thrown in for good measure. Both those are coin-op classics, and although *Karnov* can't claim the same reputation it's still an extremely playable game – and Mr Micro should get a gold star for the conversions they've done for Electric Dreams.

The Spectrum version may have jerky scrolling and not so hot sounds, but the playability and big colourful graphics help capture the spirit of the original.

The plot is typically Japanese, although the action is supposed to be taking place in medieval Russia. An evil dragon, Ryu has raided the small village where the legendary Lost Treasure of Babylon has been hidden for centuries. To punish the villagers this nasty flying reptile has unleased an army of mutated minions and deadly demons into the countryside around the village.

Returning to the village after years travelling as a circus strongman, our hero Karnov find himself called on to go on a quest to recover the treasure and bring peace and harmony back to the world. The most energetic thing Karnov wanted to do on his retirement from the circus was sit down at the local inn and swap tales of his exploits with his mates – but life often throws things at you you're not expecting, like rocks, spells, bombs, bats, you know the sort of thing.

You start the game on the outskirts of a ruined town. You have to run, jump and climb your way through to the end of the town – avoiding flying monsters, rock-throwing Rock Men, scimitar-wielding arabs and other assorted nasties.

Along the way you can collect useful items, like ladders, extra firepower, magical seven-league jumping boots, bombs and so on. The screen scrolls left to right, and although you can turn around and go back a short way you are always forced to move forward. So watch out for objects which sometimes fall from the skies – it can be horribly frustrating to see an object you could really do with just out of reach.

Items you collect appear in an inventory at the bottom of the screen – and you keep them, even if you do lose one of your five lives. Some items must be used only at specific times during your fight to recover the treasure. Others, like bombs can be used anytime.

But be careful how you use the inventory. You flick through the objects as Karnov moves back and forward on the screen – so make sure the object you want to activate is the one highlighted BEFORE you hit the appropriate key. Many's the time I've hit the activate key with the bomb icon highlighted when I really wanted to use a ladder. And if you don't move fast enough you WILL blow yourself up!

Talking of ladders, you'll need these to reach useful objects higher up the screen or to escape from difficult situations. The boots come in useful for making big jumps over obstacles, and other items will help you fly or swim underwater.

As you've probably guessed, there's a lot to this game. Discovering what does what and to whom is half the fun. The other half is actually beating a level guardian and making it to the next one! The end of each level is guarded by a boss monster which takes a bit of time and strategy to defeat.

Karnov is a game for map makers and tipsters as well as arcade addicts – it's one of those games which will spawn a thousand maps and a hundred hints.

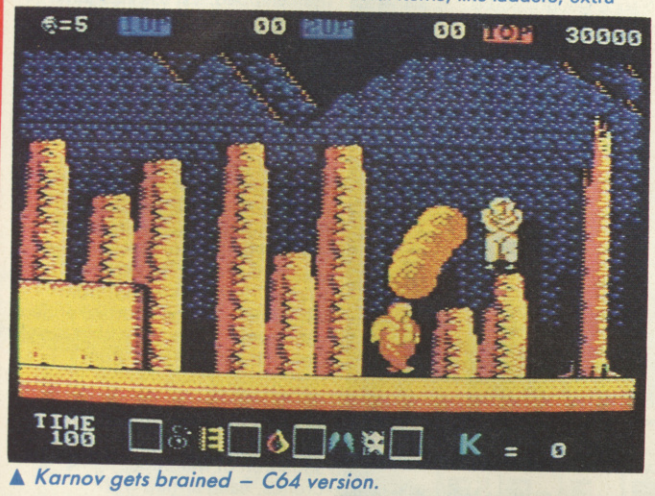
The nasties who come at you are many and varied – I liked the skeletons on ostriches and the collapsing, fireball breathing, towers myself. But there's lots more to see as you venture deeper into Ryu's fortress . . .

The only criticisms are that it's a multi-load game, but how do you get all this action into a Spectrum without doing that? And the scrolling could do with being a bit smoother.

Those things accepted, *Karnov* should be a hit game if there's any justice in the world. You'll discover exciting action, colourful graphics and addictive gameplay. Join up with the rushin' Russian and you won't be disappointed.

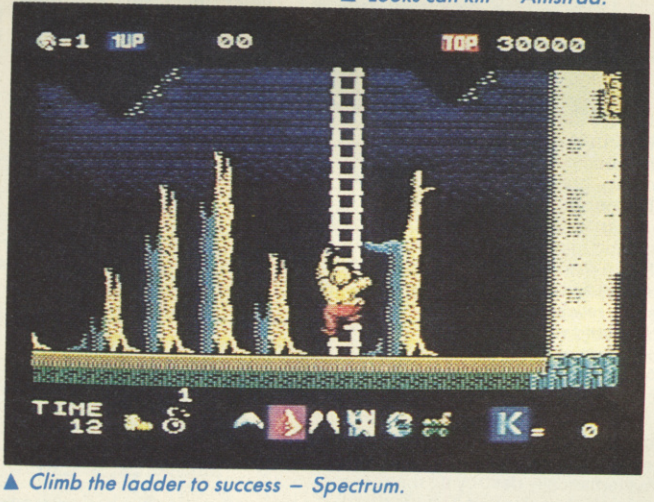
Now check out our *Karnov* map with hints and tips in Playmasters.

► GRAPHICS 8
► SOUND 5
► VALUE 8
► PLAYABILITY 9



▲ *Karnov gets brained – C64 version.*

▲ *Looks can kill – Amstrad.*



▲ *Climb the ladder to success – Spectrum.*

Carrier C

► MACHINES: ATARI ST, AMIGA, AMSTRAD CPC, AMSTRAD, PCW, IBM PC, APPLE MAC, SPECTRUM 48/128, SPECTRUM +3.
► SUPPLIER: RAINBIRD.
► PRICE: (ST VERSION) £24.95.
► VERSION TESTED: ATARI ST.
► REVIEWER: DAVID BISHOP.

One of the most eagerly awaited games of the year, Rainbird's *Carrier Command*, has finally arrived. So how does Realtime Software's latest epic measure up to the promise it showed when we previewed it in our January issue?

The game puts you in command of a futuristic aircraft carrier as you battle for control of a group of 64 islands. The first eight pages of the excellently produced 64 page 'Operations Guide', provide you with background information on the importance of the islands, and why they're about to fall into enemy hands.

It seems that the islands owe their existence to an unusually high level of volcanic activity in the area, which was used for countless underground nuclear weapon tests towards the end of the last century.

A team of scientists, dispatched to investigate the islands, put forward a theory that the enormous energy, trapped in the fault below the sea, could be 'tapped' and used as a source of power. To do this, the scientists argued, each of the islands would need to be 'populated' with power stations and command centres, each maintained by service droids.It was decided that two aircraft carriers, each totally computer controlled, would be built and sent to opposite sides of the group of islands. They would then begin 'populating' each island in turn, gradually working towards the centre.

Just as each carrier was anchoring close to their designated 'home islands', a transcript was received from STANZA, the bad guys, revealing that they had tampered with the control software of one of the carriers, ACC Omega, which was now completely under their control.

If, by 12.00 tomorrow, Stanza don't receive a 15 billion dollars ransom they'll begin to systematically destroy all the islands, thus depriving the Earth of a much needed source of energy.

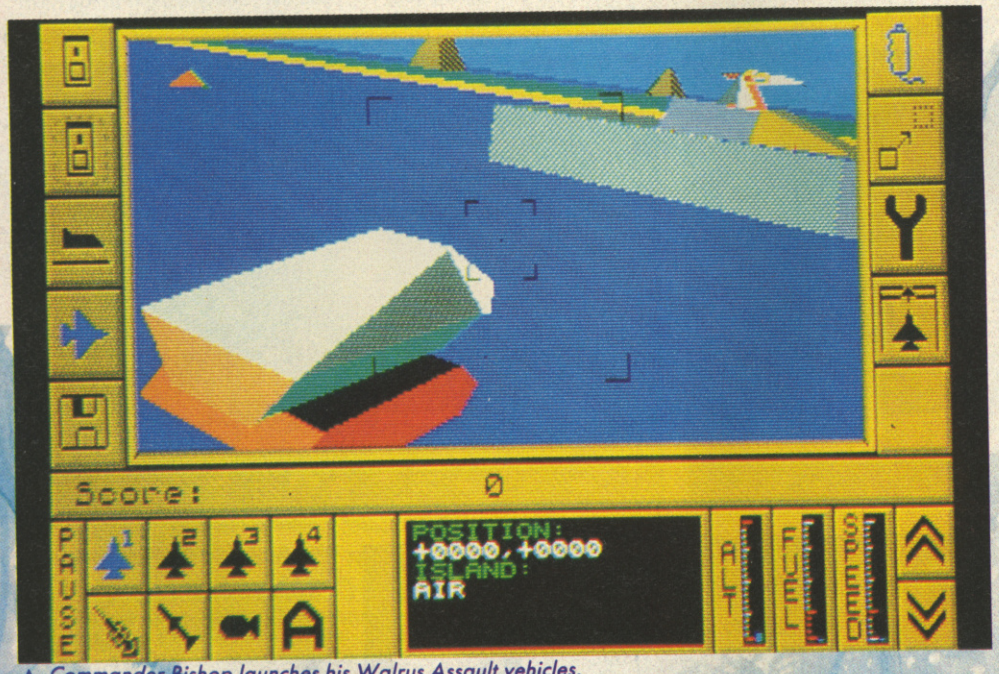
You are given the helm of the other carrier, ACC Epsilon, and are faced with the daunting task of defeating STANZA before they can carry out their threat. To do this, you must either destroy ACC Omega or gain control of every island, including the enemy's home base.

You start the game, anchored off your home island, with a full complement of four Manta fighters and the same number of Walrus Amphibious assault vehicles. In addition to these, your stores also contain various bits and bobs including missiles, lasers, and bombs of all shapes and sizes, not to mention fuel pods, flares, inflatable Passive Defence Drones, and Long Range Communication Pods.

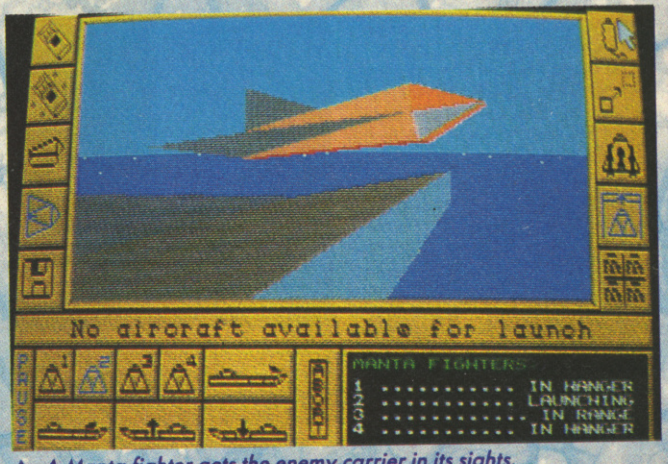
This might sound like a lot of hardware, but you'll soon start running out of fuel and weapons, so a way must be found to produce additional resources for later use.

The answer comes in the form of Automatic Command Centre Builders (ACCBs). These devices come in three varieties: Resource, Factory, and Defence. Once a resource ACCB has been 'planted' and a command centre built, a series of mines, rigs, fuel dumps, and ancillary buildings will be created to store the mined raw materials. These raw materials are then shipped, via the Resource Network, to Factory islands, where they are used in the manufacture of weaponry, refined fuel, and other pieces of equipment required by the carrier and its attendant arsenal.

The Resource Network is a series of underground links between many of the islands. The number of such links joining islands under your control, will determine the rate at which fuel, weapons etc, are transported back to your Stockpile island, from where they can be shuttled aboard your carrier when it's within range. Defence islands differ from resource and factory ones in as much as they are not primarily used for production. Instead, a Defence ACCB will create a squadron of Marauder fighter drones, each armed with heat-seeking missiles. Defence islands are also protected by sea-facing and ground-to-air missile launchers, and contain runways where you can land and refuel your Mantas.



▲ *Commander Bishop launches his Walrus Assault vehicles.*



▲ *A Manta fighter gets the enemy carrier in its sights.*

Command

The movement between islands, the deployment of ACCBs and the subsequent management of your resources, including what should be produced when, are the major strategical elements to the game.

For the more arcade-minded amongst you, your fun will come when you reach the point where most of the neutral islands have been captured by one side or the other. Taking an enemy-held island is not easy, but you'll have a lot of fun getting blasted out of the air a few times while getting the hang of it!

To capture an hostile island, you'll need to first weaken its defences with aerial and sea-based attacks. While the enemy is still reeling from the shock, you can quickly scoot up onto the island in a Walrus and install a Virus program in the enemy's Command Centre Building.

The filled graphics in Carrier Command are nothing short of amazing; faster and smoother than anything yet seen on any home micro – 8 or 16 bit. Air attacks are the most fun; swooping down low and skimming over the surface of an enemy island, threading a path through trees and volcanoes and picking out target buildings can be incredibly invigorating, not to mention extremely dangerous.

Overall the 'Strategy' version of the game will appeal to war gamers and strategists as well as arcaders with a little patience. For those who want a few hours of blasting, there is always the 'Action Game' which immediately plunges the player into a confrontation with the enemy.

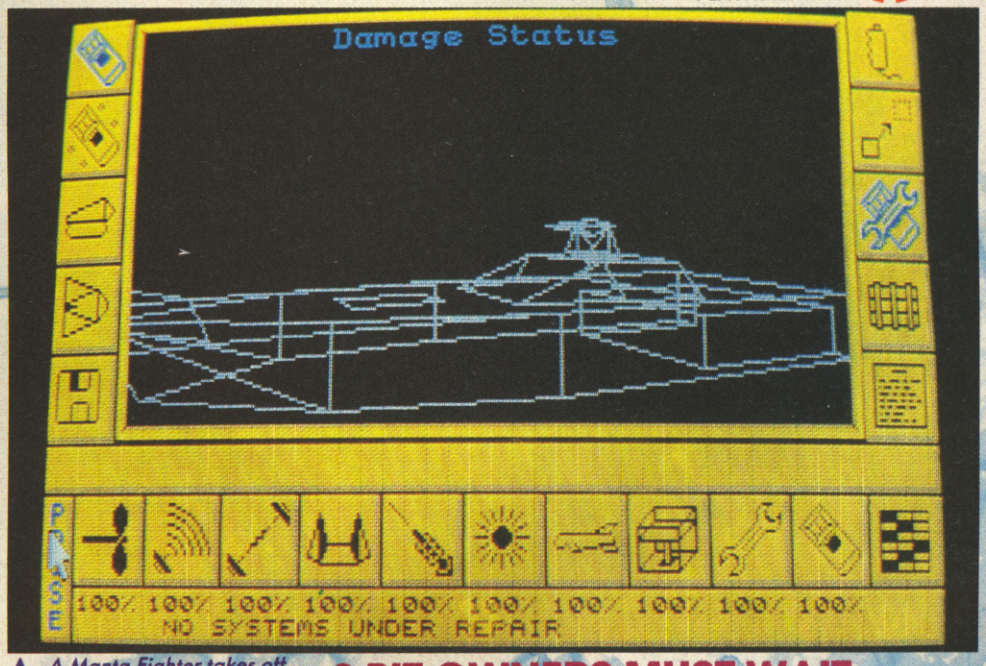
Overall, the gameplay could be described as staccato. There are times when you wish you had another pair of hands, but there are others when the game cries out for some form of of time compression facility.

For example, co-ordinating a combined air and sea attack requires split second timing and complete mastery of the plethora of control icons on the various screens in the game. Yet, in complete contrast to such points of high drama, there are periods of up to five minutes when all there is to do is watch your carrier sail, under Autopilot control, from one island to another, perhaps changing the magnification of the map display to relieve the boredom.

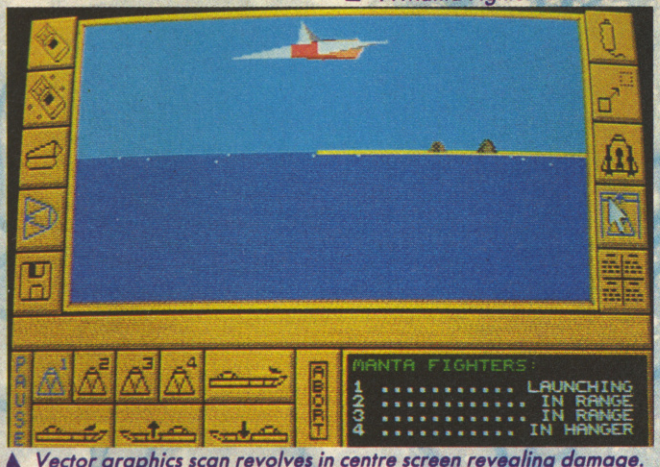
Without doubt, one is fully justified in using the well-worn term 'state of the art' when describing the graphics and the sheer technical wizzardry of *Carrier Command*. As a game, it will not be everyone's cup of tea. A high degree of application and strategical planning will be needed before you even sniff victory. If this doesn't put you off, then *Carrier Command* should give you hours of sophisticated pleasure. If, on the other hand, you're not prepared to work for your play, then look elsewhere.

- ► GRAPHICS 10
- ► SOUND 8
- ► VALUE 9
- ► PLAYABILITY 8

C+VG HIT!



▲ *A Manta Fighter takes off.*



▲ *Vector graphics scan revolves in centre screen revealing damage.*

8 BIT OWNERS MUST WAIT

Commodore 64 and Spectrum owners are not going to lose out on the chance to fly the Manta Fighters, drive the Walrus Assault craft – and icon-select the dozens of weapons in *Carrier Command*. That's the good news. The bad news is that owners of 8-bit machines are going to have to be patient. And judging from Rainbird's past record on turning conversions around – very patient. The latest word from Telecomsoft is that the Spectrum version should be ready in June – but don't expect to see the 64 version until July.

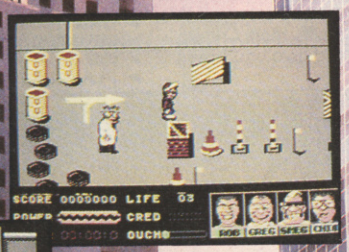
Amiga owners are more fortunate as this version is the next one to be launched – due for release in May. Sound has been improved on the Amiga – giving it a slight edge over its ST counterpart.

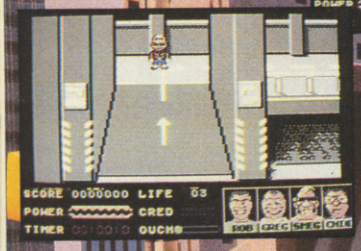
"The Spectrum version will employ a combination of filled in 3-D solid and vector graphics", Rainbird Publisher, Paul Hubbard, told C+VG. He added that the 64 version would employ an overhead view of the action elements on screen. The game designs have modified to benefit from the individual strengths of each machine.

Where the bit versions will suffer is in the number of islands – there will not be as many, though Rainbird are adamant that they can include all the "key play elements of the game" in all of the 8 bit versions.

STRAP THOSE SKATES ON, SCOOP THAT TRASH, MIND YOU DON'T GET GRAVEL RASH, RIDE THOSE SIDE WALKS, DON'T BE LAZY, EVERYBODY'S

SKATE CRAZY





Screen shots from Commodore version.

Screen shots from Amstrad version.

IT'S AMAZING!!

Skate Crazy – **2** different games in one – the 'Car Park Challenge *AND* the 'Skate Crazy Championship Course'

Spectrum +3 £12.99d
Spectrum 48/128K £7.99t
Amstrad £9.99t £14.99d
CBM 64/128 £9.99t £14.99d

GREMLIN

Gremlin Graphics Software Limited, Alpha House, 10 Carver Street, Sheffield S1 4FS.

Obliterator

► **MACHINE: AMIGA.**
► **SUPPLIER: PSYGNOSIS.**
► **PRICE £24.95.**
► **REVIEWER: ROY STEAD.**

During the Clone Wars, the human Federation needed a crack commando unit – a carefully-selected corp of genetically-altered soldiers. A Suicide Squad.

The *Obliterators* were created.

It's now eight years later, and now a single Obliterator survives. One man to face a deadly peril.

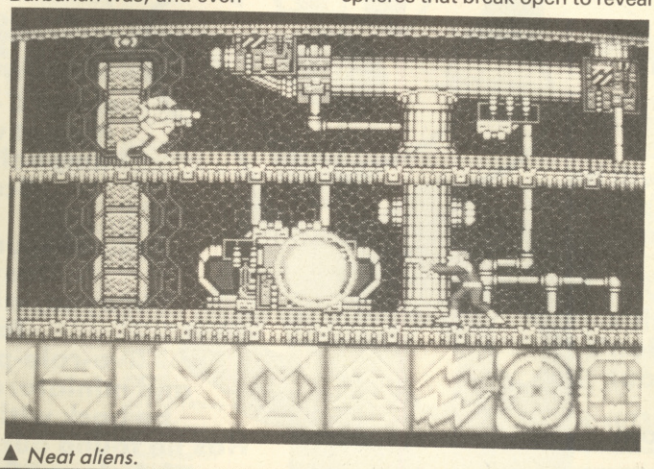
A loosely-allied confederation of hideously-advanced alien civilisations from the Galactic Core – angered by federation 'coercion' – has sent a lone Starship against the entire human Obliterator mission to be beamed, using an untested matter transporter, aboard the alien ship in a last-ditch attempt to save humanity.

As is be expected from Psygnosis, the game comes on two disks and is impeccably presented. There's a beautiful Roger Dean poster, depicting a scene reminiscent of *Aliens* and four title screens to admire as the game LOADs. The controls are similar to *Barbarian*.

Last year's game from Psygnosis and consists of a strip of icons across the base of the screen, accessed by mouse.

The game plays very nicely. It's far easier to play than *Barbarian* was, and even providing a SAVE game option, should you find a Medic unit.

The graphics are excellent, detailed and varied – both for the elaborate and convincing backdrops and for the huge collection of aliens. These come in many forms – including one which crawls across the ceiling, one which drops glowing spheres that break open to reveal crab-like progeny as well as several mounted on robotic horses and which fire missile at you.

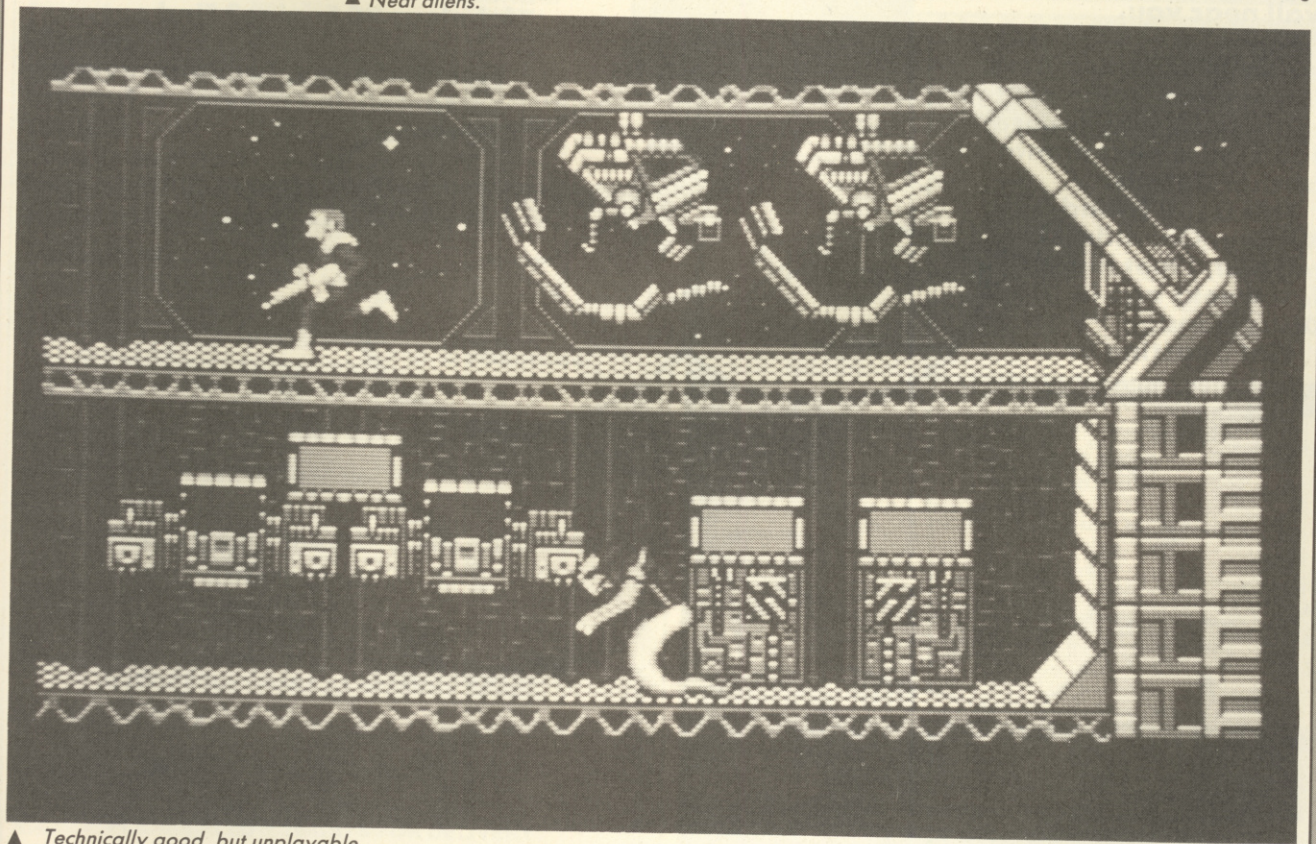


▲ *Neat aliens.*

Obliterator shows great attention to detail – I especially liked the idea of having lasers concealed in the walls – and great variety. However, there's little to do except blast large numbers of thingies, and it plays *very* slowly. Thus, adventurers should steer – as should arcade fanatics looking for a *fast* thrill. I fear *Obliterator* will appeal only to map-makers.

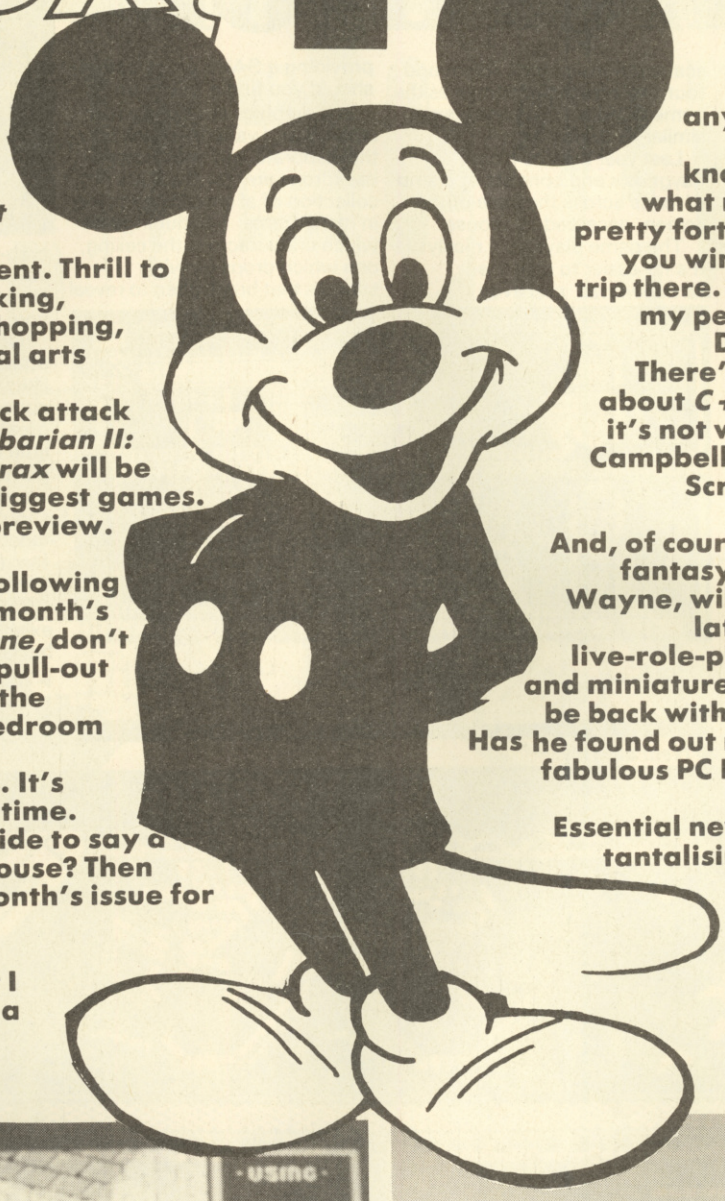
Obliterator is technically excellent, while managing to be brilliantly unplayable.

► GRAPHICS	8
► SOUND	8
► VALUE	5
► PLAYABILITY	5



▲ *Technically good, but unplayable.*

Next Month



There's no pulling punches in *C+VG* next month. System 3's *The Last Ninja 2* gets the front cover treatment. Thrill to this latest high-kicking, big-bopping, fist-chopping, slick-kicking martial arts extravaganza.

There's also a hack attack in July's issue. *Barbarian II: The Dungeons of Drax* will be one of the year's biggest games. We have a sneak preview. It will slay you!

Shock! Horror! Following the success of this month's trip to the *Gore Zone*, don't miss *C+VG's* FREE pull-out horror poster. Put the frighteners on a bedroom wall near you.

Who Dares Wins. It's mega competition time. Fancy a trip Stateside to say a big hi to Mickey Mouse? Then don't miss next month's issue for further details.

This is my friend Mickey. Oh, didn't I tell you, I met him a few weeks ago in Disneyland.

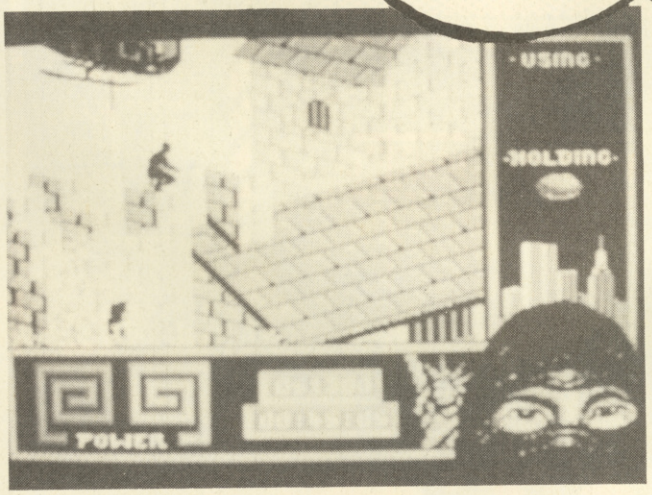
Not boasting or anything – it's just that having been there I know what to go on and what not to go on, which is pretty fortunate for you should you win our super prize of a trip there. If you do you will get my personal guide to Walt Disney's dream park.

There's a wiff of corruption about *C+VG* next month. No, it's not what you think. Keith Campbell checks out Magnetic Scrolls' new adventure, *Corruption*.

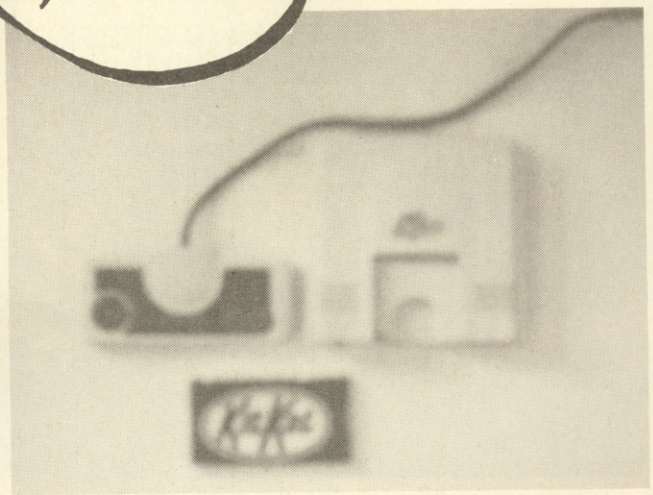
And, of course *C+VG's* very-own fantasy man, the wonderful Wayne, will be conjuring up the latest on Play-By-Mail, live-role-playing, board games and miniatures. Tony Takoushi will be back with The Mean Machines. Has he found out more news about the fabulous PC Engine? Find out next month.

Essential news, brilliant reviews, tantalising previews, fun and frolics.

Don't miss out. *C+VG* will be bustin' out all over on June 15th.



▲ *The Last Ninja 2.*



▲ *Have a break, have a PC engine.*

MICROLAND

The leading Mail Order Computer Software Specialists

TOP SEVENTY-FIVE GAMES

Available for all models

	OUR PRICE
T1 GARFIELD	5.99
T2 FIRE FLY	5.99
T3 PLATOON	5.99
T4 BEDLAM	5.99
T5 OUT RUN	5.99
T6 MAGNIFICENT SEVEN	5.99
T7 SOLID GOLD	5.99
T8 GAME SET MATCH	7.99
T9 LIVE AMMO	5.99
T10 MATCH DAY 2	5.49
T11 COMBAT SCHOOL	5.49
T12 INDIANA JONES	5.99
T13 RENEGADE	5.49
T14 10 PACK	5.99
T15 STAR WARS	5.99
T16 FIVE STAR GAMES 3	5.99
T17 ELECTRIC DREAMS	5.99
T18 GALACTIC GAMES	5.99
T19 SCRUPLES	5.99
T20 GRYZOR	5.99
T21 MASK 2	5.99
T22 FIRETRAP	5.99
T23 GAUNTLET II	5.99
T24 DEFLEKTOR	5.99
T25 WEREWOLVES OF LONDON	5.99
T26 GET DEXTER 2	5.99
T27 STIFFLIP AND CO	5.99
T28 SAPIENS	5.99
T29 WESTERN GAMES	5.49
T30 SUPER HANG ON	5.99
T31 HIT PACK	5.99
T32 HIT PACK 6	5.99
T33 HIT PACK 6 11	5.99
T34 SOCCER 86	5.99
T35 BASKET MASTER	5.49
T36 720	5.99
T37 FLYING SHARK	5.99
T38 BEDLAM	5.99
T39 BRAVESTAR	5.99
T40 KIDS PLAY 10	5.99
T41 VICTORY	5.49
T42 DAN DARE II	5.49
T43 LAZER TAG	5.99
T44 THUNDERCATS	5.49
T45 OUT RUN	5.99
T46 PREDATOR	5.99
T47 COSMIC CAUSEWAY	5.99
T48 TRAZ	14.99
T49 MAD BALLS	5.99
T50 OCTAPOLIS	5.99
T51 RYGAR	5.99
T52 INDIANA JONES	5.99
T53 FLIGHT PATH 737	5.99
T54 GRID START	5.99
T55 XR 35	5.99
T56 CALIFORNIA GAMES	5.99
T57 SUBBATTLE SIMULATOR	5.99
T58 HACKER 2	5.99
T59 ROBOT	5.99
T60 HOBBIT	5.99
T61 RED HAWK	5.49
T62 COP OUT	5.49
T63 BIGGLES	5.99
T64 COBRA	5.49
T65 MAGMAX	5.49
T66 RAMBO	5.49
T67 N.O.M.A.D	5.49
T68 TOP GUN	5.49
T69 BARBARIANS	5.99
T70 FA CUP 87	5.49
T71 TOBRUK	5.99
T72 ALIEN 8	5.99
T73 ACRO JET	5.99
T74 BLACK MAGIC	5.99
T75 BRUCE LEE	5.99

BUDGET SOFTWARE

£1.20 each
ABC Lift-Off
Abyss
Active Comp. Learning
Airline
Arcadia
Ballooning
Bee Ball
Bomber Space Bob
Brainstorm
Breakaway
Buriabeast
Byte
Camelot
Car Journey
Castle of the Skull Lord
Centropods
Clever Cloggs Whizz Kid
Compushare
Computask
Computer Know-How
Crystal Frog
Dogsbody
Elektro Storm
Escape MCP
Eric & The Flotters
Fair Share
Gangsters
Grid Runner
Hyper Action
In Search of Orb.
Jasper
Joust
Lunar Crabs
Mad Martha
Meteor Storm
Microfitness
Microbot
Masters in Hell
Note Invaders
Ostron
Panic
Personal Filing System
Phantasia
Pitman 7
Plunder
Psychedelia
Punctuation Pete
Quackers
Rapedes
Reactor
Rescue
Reversals
Roadrunner
Robon
Sheer Panic
Smuggler
Special Agent
Star Clash
Star Gazer Secrets
Subterranean Striker
Superplan
Super View
Taffy Turner
The Chess Player
Timegate
Turbo Chess
Venture
World Flags
Zip Zap
Zim
Arena 3,000
Computer Studies O'Level
Dancing Feats
Inca Curse
Mega Galactic Llamas
Purple Turtles
Ship of Doom
World Cup

£1.49 each
Comet Game
Tool Kit
Word Processor
Knight Rider
They Stole a Million
Comp Hits 5

£1.99 each
Koybashi Naru
Orpheus and Tellinderwold
Speedking

£2.99 each
Flightpath 737
Anaroute

£4.99 each
Kids Play

99p each
Let's Count
Mama Llama
Mr Mephisto
Revenge of the Mutant Camels
Sheep in Space
Caveman
Flip Flap
Fred's Fun Factory
Freex
Hot Dog Spotter
Linkword German
Linkword Spanish
Loony Lander
Moonlighter
Shuttle Shock
Super Chopper
Survival
Tritz
Ziggurat
Advance of the Mega Camels
Ancipital
California Goldrun
Capt. and Kid
Lazer Zone

JOYSTICKS + PERIPHERALS

CODE	DESC	RRP	OUR PRICE
J1	ARCADE JOYSTICK	17.95	15.99
J2	CHEETAH 125 J/STICK	12.99	7.49
J3	COMP PRO 5000 (Clear)	15.95	12.99
J4	COMP PRO EXTRA	16.49	14.99
J5	CRUISER J/STICK	9.95	8.99
J6	ECONOMY J/STICK	5.99	4.99
J7	ELITE A/F 64/AMS/AT	15.99	13.99
J8	ELITE NON A/F 64/AT/AMS	11.95	9.99
J9	ELITE J/S BBC/NON A/F	15.95	13.99
J10	FANTASTICK J/STICK	8.99	5.99
J11	J/STICK + COL.CHESS PCW	27.95	24.99
J12	J/STICK/IFACE/ACE PCW	29.95	24.99
J13	JOYSTICK IBM	19.95	15.99
J14	JY2 AMSTRAD J/STICK	14.95	12.99
J15	KONIX IBM/AMS/1512/J/STICK	19.99	16.99
J16	KONIX J/S + DUALPORT I/FACE	29.99	25.99
J17	MACH ONE J/S AUTO FIRE	14.95	10.99
J18	MAGNUM MICRO SWITCH	15.95	13.99
J19	MICRO BLASTER J/S	15.95	13.99
J20	MICRO HANDLER	24.95	19.99
J21	PADDLES	9.99	8.99
J22	PHASOR ONE	12.95	8.19
J23	PRO 5000 J/S	14.95	12.99
J24	PRO J/S A/F	18.95	16.99
J25	PRO J/S NON A/F	15.95	13.99
J26	QUICKSHOT II TURBO	13.95	8.99
J27	QUICKSHOT II WD/L	9.95	7.99
J28	SEGA J/S	14.95	12.99
J29	SLICK STICK J/S	6.99	4.99
J30	SPEEDKING A/F ATARI	12.99	10.99
J31	SPEEDKING J/S C16	14.99	12.99
J32	SPEEDKING J/S NINTENDO	12.99	10.99
J33	SPEEDKING J/S	12.99	10.99
J34	S/FIGHTER J/S 64/AT/AMS	9.99	7.99
J35	TAC 2 J/S	10.99	8.99
J36	TAC 3 J/S	11.95	9.99
J37	TAC 5 J/S	13.99	10.99
J38	TERMINATOR GRENADE J/S	14.95	12.99
J39	S/FIGHTER J/S PC	24.99	19.99

MICROLAND MICROLAND MICROLAND MICROLAND

4A BLACKBURN ROAD
BATHGATE
WEST LOTHIAN
EH48 2EB

BUDGET SOFTWARE AT BARGAIN PRICES

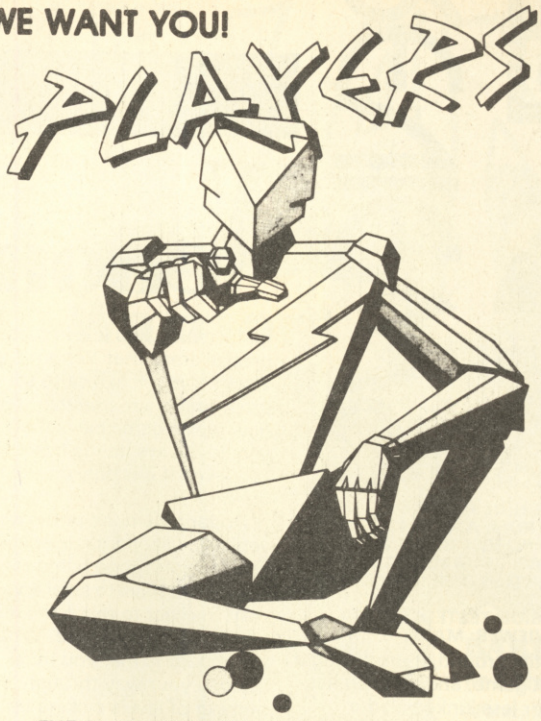
JOYSTICKS AND PERIPHERALS AT SILLY PRICES

SEND SAE FOR FREE CATALOGUE

P&P 50p PER ITEM
PLEASE ALLOW 28 DAYS FOR DELIVERY

MICROLAND GUARANTEE – IF YOU CAN FIND THE GAME OF YOUR CHOICE CHEAPER IN THIS MAGAZINE WE WILL MATCH THAT PRICE LESS 5% GUARANTEED

WE WANT YOU!



THE PLAYERS TEAM ARE OUT LOOKING FOR YOU!

CAN YOU WRITE COMMERCIAL QUALITY GAMES IN MACHINE CODE?

Write in Strictest Confidence to:
RICHARD PAUL JONES
PLAYERS SOFTWARE (DEPT. C+VG)
CALLEVA PARK, ALDERMASTON
BERKS. RG7 4QW

or phone: (07356) 77421 (5 lines)

STORT SOFT

MAIL ORDER SPECIALISTS
INCREDIBLE LOW PRICES

ALL DISKS HAVE A NO QUIBBLE REPLACEMENT GUARANTEE
ARE CERTIFIED 100% ERROR FREE & COME WITH LABELS, 5¼" ALSO HAVE SLEEVES & WRITE PROTECTS

COMPUTER ACCESSORIES

5.25" Locking Disk Box – Cap 50	£7.95
5.25" Locking D.B. – Cap 100	£9.95
5.25" Disk Notcher	£3.50
5.25" Disk Cleaning Kit (Fluid)	£3.50
5.25" Disk Cleaning Kit (Dry)	£2.50
Copy Holder (Thingi)	£4.95
Box of 10 5.25" DS/DD 48TPI Branded Precision Disks	£6.50

DISKS

	10	25	50	100	500	10 in case
135 TPI unbranded						
SS/DD (MF1DD)	10.00	24.00	47.00	92.00	399	11.00
DS/DD (MF2DD)	11.50	27.00	53.00	99.00	429	12.50

Disk notcher free with each 100 disks purchased.
Branded precision DS/DD 48 TPI – box of 10 only £116.99
Amiga/Stabm – Centronics Printer Lead £7.95, RS232 Modem Lead £7.95
Disk Cleaning Kits (Non Abrasive) – 3.5 £3.95, 5.25" £3.95
5.25" Disk Notcher £3.95

5.25" Bulk Disks – Certified Error Free – No quibble replacement Lifetime Guarantee

	10 c/sd	25	50	100
SS/DD 48tpi	£5.50	£ 9.00	£17.00	£33.00
DS/DD 48tpi	£6.50	£11.00	£19.00	£35.00
DS/DD 96tpi	£7.50	£13.00	£21.00	£37.00

DUST COVERS – PROTECT YOUR HARDWARE
Amiga A500 £3.95 CBM 64 £3.95 CBM 128 £3.95 C2N Tape Deck £2.95 1541 Disk Drive £2.95
Please specify model
1050 drive/1010/XC11/XC12 tape £2.95
800XL/130XE £3.95
1027/1029 printer £4.50

MONITOR SCART LEADS

ST 13 Pin to Phillps monitor cable STM/FM/1040	£9.50	ST 13 Pin to Sony monitor cable ST/FM/1040	£10.95
ST 13 Pin to TV/Monitor with scart	£9.50	CBM Amiga to Scart (Analogue RGB)	£9.95
CBM64 5 pin din to TV/Mon with Scart (2m)	£5.95	XL/XE 5 pin din to TV/Mon with Scart (2m)	£5.95
Scart plug (no lead)	£2.95		

OTHER CABLES

Atari XL/XE 5 pin din to Phono (Mono Monitor 2m)	£2.95
ST 14 pin to 14 pin Disk Drive cable 2 metres	£5.95
ST 13 pin din to 2 Phono plugs for composite monitor (must have internal modulator – 2m)	£4.95
Switching unit for ST between Mono & Colour monitors (Computer resets on operation)	£18.95
13 pin molex to 13 pin molex 1 metre – 1/0 Cable for Atari XL/XE tape/disk drives and printers etc.	£8.50
ST 14 pin din plug to 34 way IDC socket (adaptor & cable for drives with Shugart interface	£29.95
ST/AMIGA/IBM PC & COMPATIBLES centronics printer lead – 1.5 metres	£7.95
ST/AMIGA/IBM PC & COMPATIBLES centronics printer lead – 3.0 metres	£9.95
ST/AMIGA/IBM PC & COMPATIBLES centronics printer lead – 5.0 metres	£11.95
ST 13 pin to open end – monitor cable (2m)	£5.95
ST 14 pin din 14 pin Disk Drive cable 1 metre	£8.50

Stort Soft Special Offer
Triangle 1 Megabyte 3.5" Disk Drives
Atari ST – with built in power supply only £119.99
Amiga £109.99
Both drives come with a disk full of 'goodies'

☎ 0279 89509 ACCESS/VISA/MASTERCARD/EUROCARD/LOCAL CHEQUE CARD ORDERS WELCOME – 24 HOURS A DAY, 7 DAYS A WEEK – WE'LL BE OPEN WHEN OTHERS AREN'T – WHAT YOU SEE IS WHAT YOU GET 0279 89509 ☎

18 CROWN CLOSE, SHEERING, BISHOP'S STORTFORD, HERTS CM22 7NX

Venom Strikes Back

► MACHINES: CBM 64, SPECTRUM, AMSTRAD.
► SUPPLIER: GREMLIN.
► PRICE: C64/AMSTRAD £9.99 CASS, £14.99 DISK, SPECTRUM £7.99.
L VERSION TESTED: C64.
► REVIEWER: MATT.

Third time round at producing a *MASK* game, and Gremlin has more or less junked all the distinctive paraphenalia of the license, and served us up with what amounts to little more than a bog standard shoot-'em-up. No more flying cars, armoured trucks or choice of MASK agents: now we get to play only the boss man itself, Matt Tracker in a fetching red jump suit, and quite frankly he could be anybody. Similarly, gone is the exhausting James Bond like scenario, replaced with a simple one line set up – "rescue your son". All of which would seem to add up to the worst game of the trio. Not so.

For all their admirable efforts to be true to the spirit of the toys, neither *MASK* or *MASK II* were particularly impressive games. Average graphics and decidedly slothlike playability do not a hit game make, and it is in these precise areas that *Venom Strikes Back* scores. It is nice to see programmers realise that it is how well a game plays that should always be the bottom line, even if it is only on the third attempt.

Apparently none of the MASK vehicles will operate in space, so you as Matt (good name for a hero, that) have to steal a Venom craft in order to reach the moon where your son is held. What this means is that you must bounce your way through a number of levels picking up different Masks that add to your arsenal of weapons. Venom, of course, are well aware of your rescue bid and send a vast array of rockets, missiles, bombs and other nasty things at you. A pretty tough geezer is old Matt though, because you soon realise he can take a massive number of hits before breaking up into five or six pieces and bouncing along the ground. In fact, you can pretty well ignore the majority of Venom weapons – apart from the big ones that come a couple of times on each level – because you are far more likely to die by timing your jump wrong and landing in the water. Oh yes, I forgot to explain that the Venom base looks for all the world like the Lake District or something, with blue skies, piers and grassy bits. Quite why they want to bother with a moon base or kidnapping people is beyond me, when they could be spending their time water skiing or lying in the sun.

Yep, that old jumping is quite a tricky one, and takes some learning. Seems the basic idea is to leave it as late as possible each time, in fact on some obstacles to stand in what amounts to thin air, since the backgrounds don't always correspond too well with where ol' Matt can stand, and where he can't. You also get some very short levels that take place in a high tech tunnel system, which aren't a quarter as hard as the outside bits, since there aren't any tricky hops to perform. The only problem here is to get through the missiles quickly, or else you'll miss the Mask that waits at the end and gives you extra weapons. It doesn't hang around for too long!

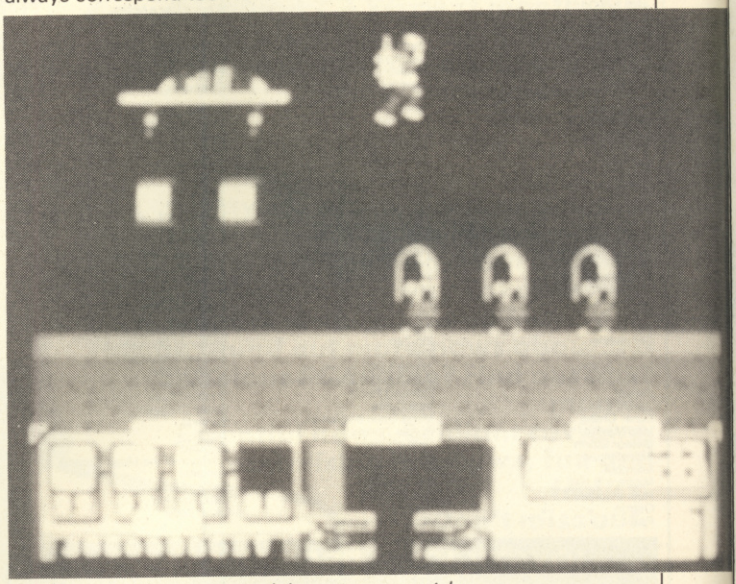
One of the most useful weapons to grap is the ability to fly, which you will need to take out of the big homing missile which stands between you and your ride to the moon. Get there, and it's more of the same with a lunar backdrop, though to do so on the pitfully few lives you are given is rather hard. At least there is none of that tedious waiting around through title screens before you can try again, which ruins so many games.

All of the above refers to the Commodore 64 version, which for all its faults and there are plenty, like the over-jolly sound effects, remains one of the most addictive games I've seen on the 64 for quite a while. It's a pity the same does not hold true of the Amstrad, which boasts graphics so different (and inferior) that it could be another game entirely, and which is totally devoid of thrill power.

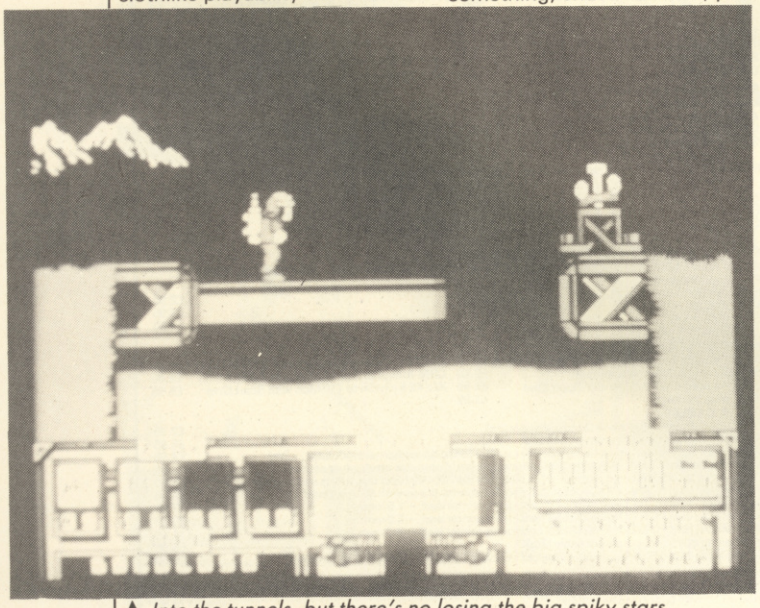
One to be avoided, I'm afraid, though the Commodore remains superior to many much hyped shoot 'em ups, and is worth nine ninety nine of anybodies money.

The little monotone sprites seem to be given precious little to do as the number of weapons launched at him seems pitifully small, and the jumping sections, which were what made the game for me on the Commodore are conspicious by their absence. The Spectrum suffers, though more for the poorer quality of the graphics than in that it is much less playable or anything. There are no plans yet to go 16-bit, and quite right too: it really isn't enough of a game to carry any overblown treatment easily, just a bit of fun on the 64.

► GRAPHICS	8
► SOUND	6
► VALUE	7
► PLAYABILITY	8



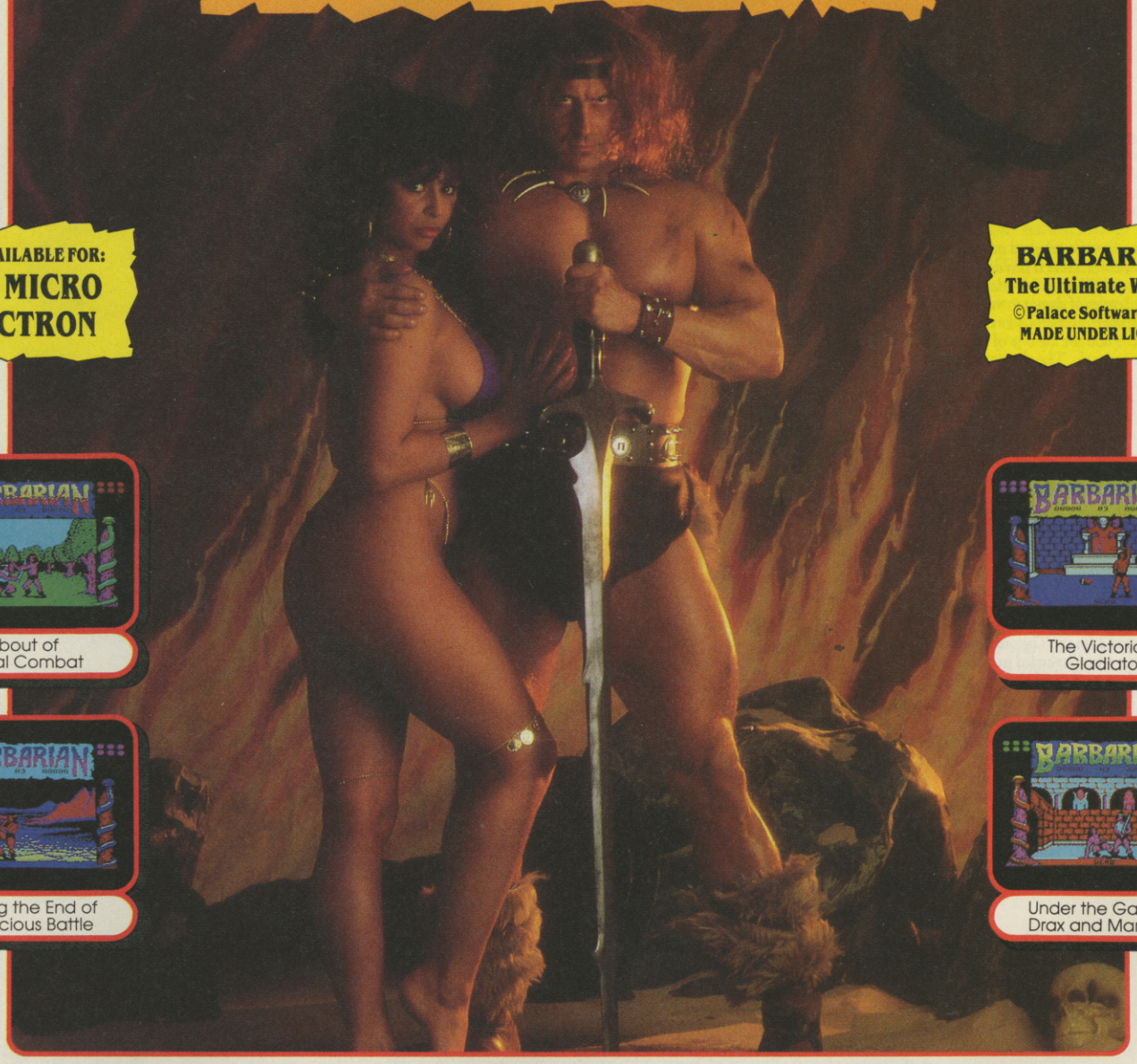
▲ *The end of level one, and the going gets tricky.*



▲ *Into the tunnels, but there's no losing the big spiky stars.*

BARBARIAN

The Ultimate Warrior



NOW AVAILABLE FOR:
BBC MICRO
ELECTRON

BARBARIAN
The Ultimate Warrior
©Palace Software, 1987
MADE UNDER LICENCE

A bout of Mortal Combat

The Victorious Gladiator

Nearing the End of a Ferocious Battle

Under the Gaze of Drax and Mariana

THE ULTIMATE WARRIOR • THE ULTIMATE GAME

At last, BARBARIAN, the most realistic and exciting of sword-fighting games reaches the BBC Micro and Electron.

One or two players–fight against the computer or a friend.

The evil sorcerer Drax has abducted the beautiful Princess Mariana to satiate his nefarious desires. A powerful warrior is sought to vanquish against Drax's demonic guardians and free the princess? You are that warrior: a mighty barbarian wielding your broadsword with deadly skill.

BBC Micro Cassette	£9.95	Acorn Electron Cassette	£9.95
BBC Micro 5¼" Disc	£11.95	BBC Master Compact 3½" Disc	£14.95

(Compatible with the BBC B, B+ and Master Series computers)

Please make cheques payable to "Superior Software Ltd".

PRIZE COMPETITION

£100 is the first prize in our competition, with 20 congratulatory certificates for runners-up.

To enter the competition, you must complete the game and write to us describing the final messages that you receive.

Closing Date: 30th September, 1988.

SUPERIOR SOFTWARE Limited

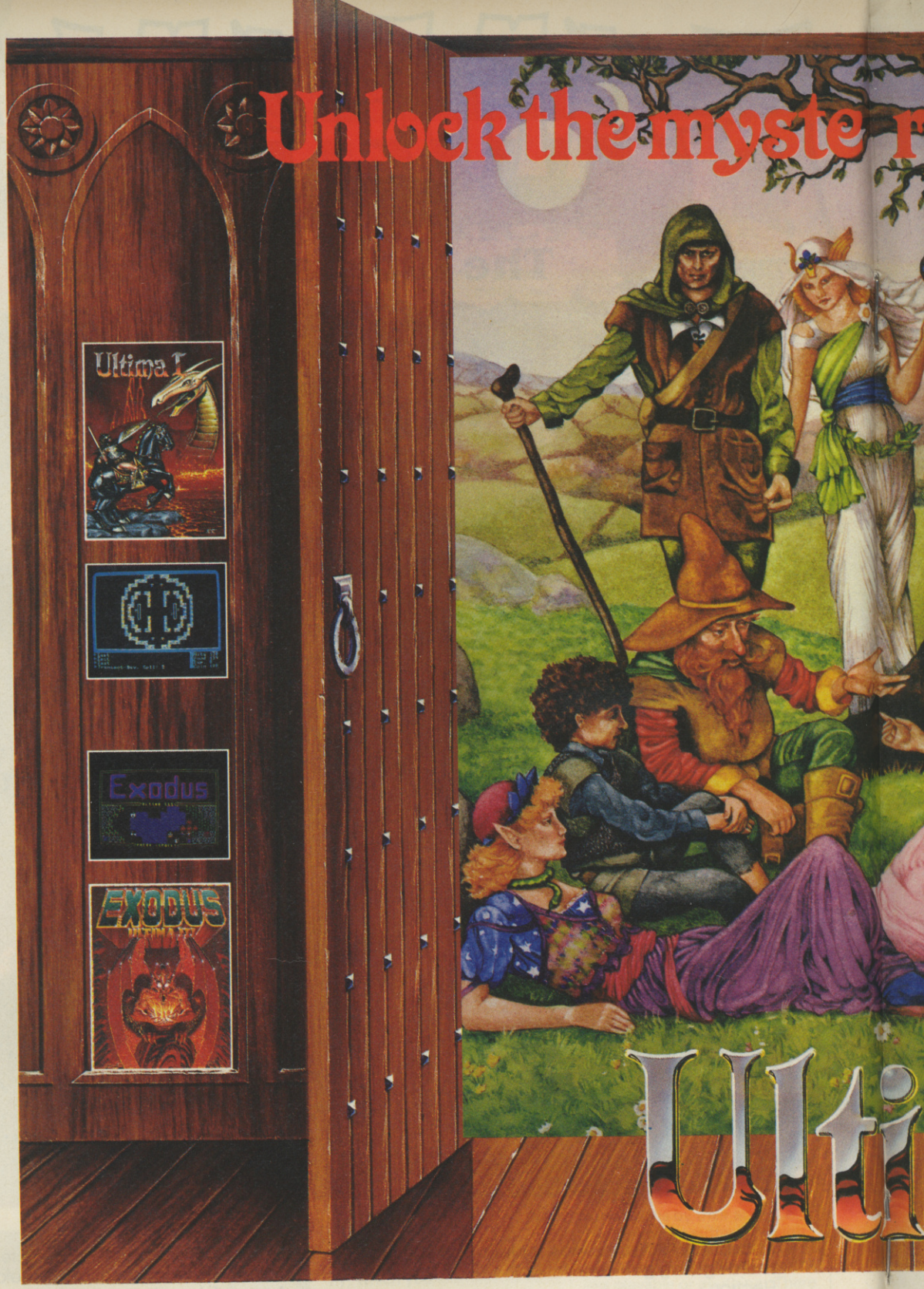
ACORNSOFT

PALACE SOFTWARE

Access VISA

24 HOUR TELEPHONE ANSWERING SERVICE FOR ORDERS

Dept. B8, Regent House, Skinner Lane, Leeds LS7 1AX. Telephone: 0532 459453



Embark on the original quest of the Ultima chronicles. It is a dark time. The evil Wizard, Mondain, has sent forth hordes of demonic minions to ravage the once prosperous lands of Britannia. Thou art the one of whom the prophets speak. The champion who will track Mondain into the darkest depths of the earth, to the furthest reaches of space and time, to vanquish this immortal foe.

Prepare for the Third Dark Age. The appearance of a fiery island has heralded the rebirth of dark forces and sinister occurrences. It is rumoured that the evil force which now plagues Sosaria is offspring of the long-dead Mondain and Minax. The only clue to its entity is a word scrawled in blood on the deck of a wrecked ship: EXODUS.

Once again the call for heroes is sounded. Command a party of four adventurers in search of the elusive Exodus.

Beyond the threshold lies the challenge of the greatest epic adventure of all time.

Award-winning Ultima is a five-part saga of unprecedented magnitude and imagination. Your quest is always to track evil to its furthest reaches, but in each successive game you'll experience an entirely new and unique role playing journey.

In the latest sequel – Warriors of Destiny – you are summoned back to Britannia to discover the fate of Lord British. Success involves exploring 8 dungeons and over 30 towns, encountering new monster types, mastering an enhanced combat system, surviving dangerous combat and conversing with hundreds of characters.

Enter this legendary kingdom at any point in its history. The door is always open for heroes.

ORIGIN SYSTEMS INC.

THE START OF SOMETHING NEW

Ultima is a trademark of Richard Garriott

ry and intrigue of

Mondain, Minax and the hellspawn Exodus have finally been vanquished from the lands of Britannia. Peace prevails, but a perfect mortal – an Avatar – is sought to conquer evil and lead the nation into a golden age of prosperity.

With a party of adventurers explore the cities and towns of Britannia, now sixteen times larger than ever before. Demons, dragons and long-dead wizards must be destroyed.

Only those who achieve the status of Avatar reach the final conflict where the ultimate challenge – the self – awaits.

The fantastic discovery of the new underworld entices Lord British from Britannia to explore the vast reaches of the unknown. Mysteriously, all contact with the good king and his companions is lost. In Britannia, fear turns to panic when the group's sole survivor returns with dreaded tales of the expeditions fate.

In a desperate call to arms you are summoned back to Britannia to discover the fate of Lord British and to defeat the self-righteous tyranny that is founded in misguided virtues.

Please send _____ copy/ies of _____ Format _____ Price _____

Name (block capitals) _____ Address _____

_____ Post Code _____

I enclose £_____ including £1.00 P&P. (Overseas £2.00). Cheques payable to MicroProse Software Ltd. or debit my Access/Visa card. Expiry date _____ No. ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

For more information on the Origin range please tick box ☐

ULTIMA I: CBM 64/128 £19.95; IBM, APPLE £24.95. ULTIMA III: CBM 64/128, ATARI XE/XL £19.95; MAC, IBM, APPLE, ATARI ST, AMIGA £24.95. ULTIMA IV: CBM 64/128, ATARI XE/XL £19.95; IBM, APPLE, ATARI ST, AMIGA £24.95. ULTIMA V CBM 64/128 £24.95; APPLE £24.95.

MicroProse Ltd., 2 Market Place, Tetbury, Gloucestershire GL8 8DA. UK. Tel: (0666) 54326. Tlx: 43422 MPS/UKG.

Screen Shots may vary.

Announcing the magazine you've been waiting for...

A Database Publication

AMIGA COMPUTING

WIN £5,000 worth of prizes in issue one!

An exciting new voice in the Amiga marketplace

Amiga Computing is a spectacular showcase for all that's new in the Amiga world. Every month you'll be kept right up-to-date by an enthusiastic team consisting of some of Britain's foremost Amiga experts.

With its uncompromising editorial style the magazine will delve into graphics, animation, desktop publishing, music, business software, games, and so much more.

There'll be exhaustive reviews of the latest products, news of exciting developments from around the world, detailed interviews with the innovators and lashings of colour.

And every issue will contain a package of attractive offers that will enable you to recoup the cost of the magazine many times over – month after month.

FREE with the first issue:

The most comprehensive guide to all the software and peripherals available for the Commodore Amiga.

All this for just £1.95!

SPECIAL LAUNCH OFFER

Take out a subscription to **Amiga Computing** on the form below and you will also receive Starglider, the innovative, fast-action arcade game from Rainbird – worth £24.95!

This exclusive offer closes on June 30, so fill in the coupon TODAY!

Dear Newsagent,

☐ Please put a copy of Amiga Computing on one side for me every month until further notice

☐ Please deliver the magazine to my door every month until further notice.

The first issue will be on sale on May 18.

Name_____

Address_____

_____

_____

Postcode_____

ANNUAL SUBSCRIPTION ORDER

Please send me **Amiga Computing** every month, before it reaches the shops, together with my FREE copy of Starglider.

☐ I enclose a cheque for £25 made payable to Database Publications

☐ Please debit my Access/Visa card no:

Expiry date / Signed_____

Name_____

Address_____

Postcode_____

Send to: Database Publications, FREEPOST, Macclesfield SK10 4YB.

Telephone orders: 0625 879920

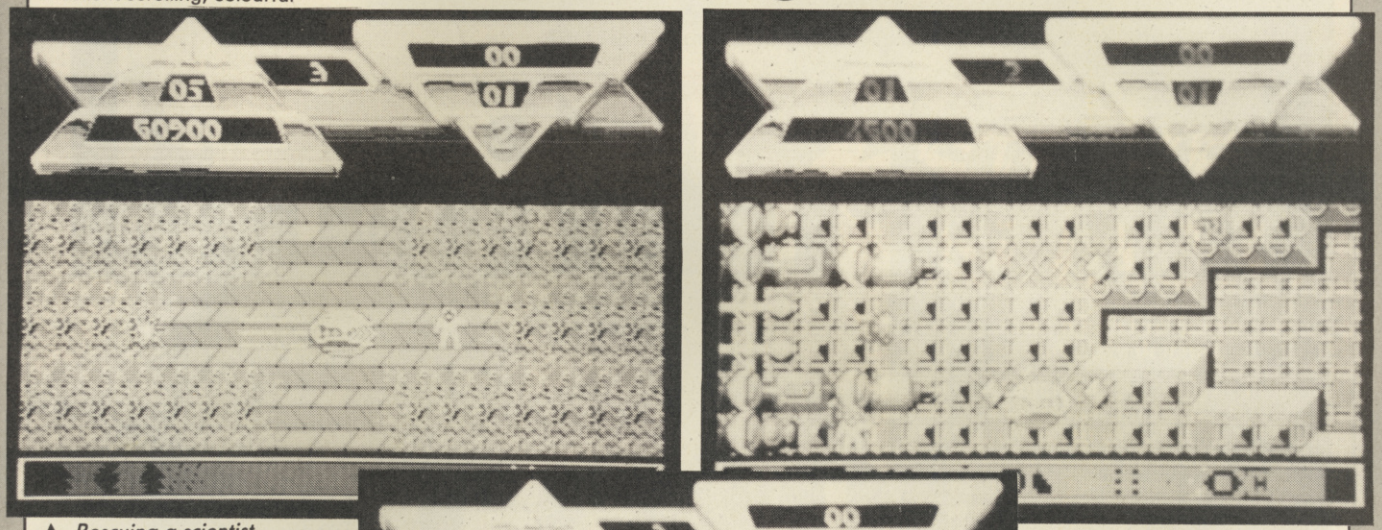
A446

Return To Genesis

► MACHINE: ATARI ST/AMIGA.
► SUPPLIER: FIREBIRD.
► PRICE: £19.95.
► VERSION TESTED: ATARI ST.
► REVIEWER: CHRIS JENKINS.

The career of Steve Bak, the programmer of *Return to Genesis,* seems to be a bit like that of Orson Wells. I'm not saying that he should be doing sherry commercials, just that all his good work seems to have been at the start of his career, and since then he's just hacking it out with little regard for originality.

Return to Genesis is a *Defender* derivative, with the added bonus of the fashionable "extra weapon" features. Like Bak's first ST game, *Goldrunner,* it's distinguished by excellent scrolling, colourful



▲ *Rescuing a scientist.*

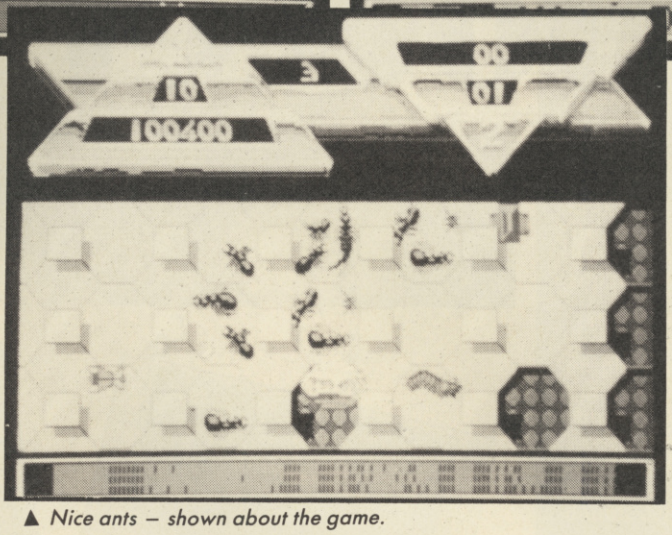
design by Pete Lyon, sophisticated music by David Whittaker and sampled speech. The follow-up to *Goldrunner, Jupiter Probe,* was a rather slow and dull vertical scroller, the most annoying aspect of which was the small size of the playing area. *Return to Genesis* has the same fault; the actual playing area occupies only the central third of the screen, so there's not much room to manoeuvre.

There are two ways to play *Genesis;* you can race through the ten beautifully-detailed backgrounds, blasting madly and bounding harmlessly off the surface details, or you can take it slowly and carefully, manouvreing around the obstacles and picking up the little space-suited scientists who are the object of your quest.

You have to be careful not to zap these, because they will supply you with extra weapons such as shields, multi-blasters and speed-ups. After picking up a scientist, you can pause the game using the HELP key, examine the nicely-drawn portraits of the brains on board, and select one to help crew your ship.

Clues to the weapons they can provide are given in the accompanying booklet, but not all will be of help on every stage.

More reliable is the scanner at the bottom of the screen. This shows obstacles in black,



▲ *Nice ants – shown about the game.*

scientists as red dots, enemies as white dots and your ship as a white square. It took me some time to figure out that the map wraps around; you don't have to fly left to right – if you like, you can fly right to left and tackle the difficult end of each level first. You can also try flying backwards to defend your back.

Technically, *Return to Genesis* is superb; I particularly like the way in which your ship and your enemies can fly through and under some of the constructions, although this makes it hard to keep track of some of the baddies.

The nost annoying thing about them is that they normally attack you from behind, forcing you to execute a smart flip to attack them. This tends to slow down the action, which is never a good idea for an arcade game.

Control is by mouse, joystick or keyboard. Mouse control offers some advantages, but since you can use any control at any time, you could easily swap to joystick for the tricky bits, fighting on until all the scientists are rescued or killed.

The loading screen, showing a cyborg space pilot, is wonderful, and it's a pity that picture wasn't used on the undistinguished packaging. The speech samples are clear – "Return to Genesis" –

▲ *Return to Genesis*

World cleared" and so on – but sound as if someone is bored with the whole business.

to agree; *Return to Genesis* is a pot-boiler which doesn't really improve on any of the myriad shoot 'em-ups for the ST.

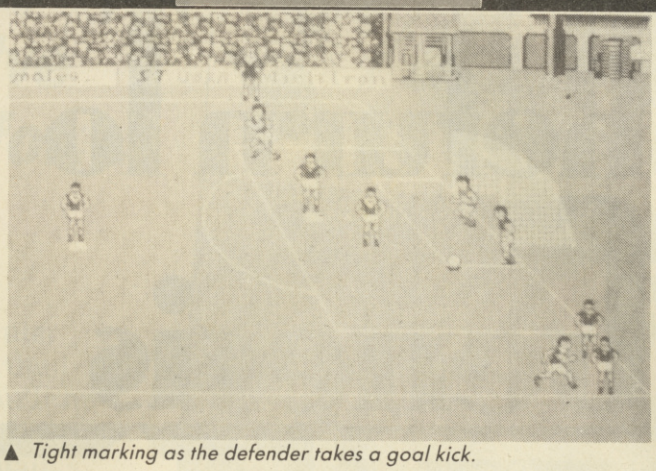
► GRAPHICS 6
► SOUND 6
► VALUE 5
► PLAYABILITY 5

AMIGA VERSION WILL BE THE LAST

Amiga owners can look forward to a version of **Return to Genesis** – if look forward is the right phrase after our slightly luke warm review.

The Amiga version does promise to be slightly better with up-graded sound and effects and music. No 8-bit versions though – this one is strictly for Amiga and ST owners. Elitist – or what?

Meanwhile the search goes on for the game – either on the Atari ST or Commodore Amiga – which will stun us all, just like the Ultimate games did in the Spectrum. Right now that is what the 16-bit machines need. And quickly. 16-bit is the future, we think, but with the PC Engine on the horizon, Commodore and Atari won't have it all their own way.



▲ *Tight marking as the defender takes a goal kick.*

International Soccer

► MACHINE: ATARI ST.
► SUPPLIER: MICRODEAL.
► PRICE: £19.95.
► REVIEWER: CHRIS JENKINS.

What do insect soccer fans sing? "Earwig go, earwig go, earwig go . . ."

Hope that bit of hilarity has got you in the mood for the latest ST release from the consistently interesting Microdeal. It may not be a new idea, but it's a first for the ST, and the 16-bit machines have the potential to support an excellent simulation.

The first thing you'll notice is that unlike some soccer games, *International Soccer ST* features a full eleven players on each team. Despite the fact that all 22 men run around frantically, the screen scrolling is pretty good, and on the higher skill levels the action gets very fast.

Before you start you can define various game characteristics. You can set the shirt colour for both teams, choose from a selection of play formations, set the ground conditions to dry or wet, and set the wind to blow left, right or not at all.

The wind level is equivalent to a gale, so this function is pretty useless. You can also opt to play at night, which simply makes the screen darker and adds shadows to the players. Game length can be 10, 20, 60 or 90 minutes; there doesn't seem to be an option to quit during a game.

The best aspect of the game is that you have complete choice over which player you control. By centreing the joystick and pressing the fire button, you can move the small white control arrow appearing below the players, until the one you want is selected.

Player control is good too; by holding down the fire button for different lengths of time, you can play a ground pass, a chip or along shot – so long, in fact, that it's quite easy to score from the half-way mark.

You can tackle by closing on an opposing player and pressing the fire button, but if you try this in your goalmouth you will concede a penalty. Penalties can be aimed high or low, left or right, and it's up to the player controlling the goalie to respond appropriately. Goal kicks, throw-ins and corners are taken by pressing the space bar, which seems an unnecessary distraction.

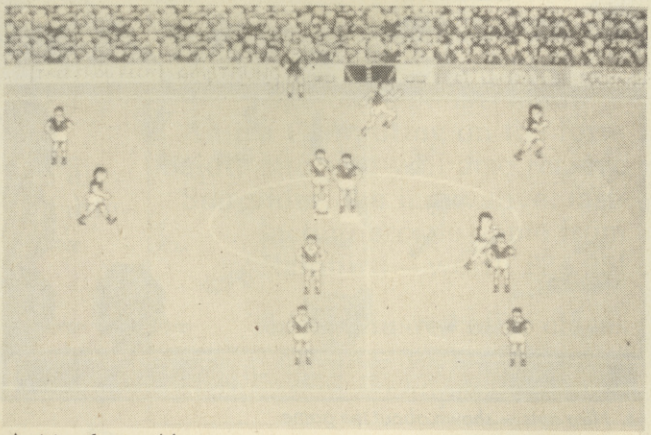
International Soccer is very playable, features a selection of good tunes and nicely detailed graphics. There are a few minor niggles, though; for instance, the ball is never actually seen going into the net; as soon as it crosses the goal-line, the electronic scoreboard display comes up. The program also seems pretty indifferent to subleties like offside, so it's a fun arcade game but not a detailed simulation. Overall, though, you should go for *International Soccer* if you like football at all, or even if you're an Arsenal fan.

► GRAPHICS	8
► SOUND	8
► VALUE	7
► PLAYABILITY	9

As *International Soccer ST* takes well-deserved praise for being the first decent footy game for 16-bit machines, a deluge of soccer games is about to be launched.

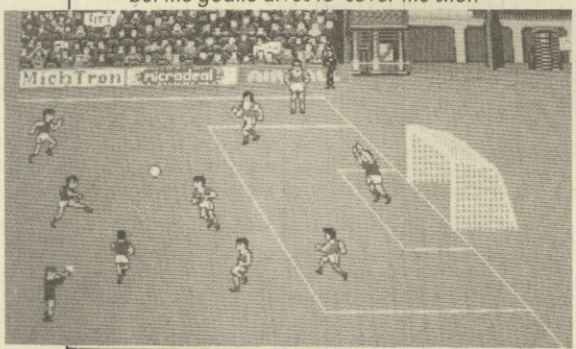
It must be impending European Championships! Just about every software house in the country seems about to launch or is announcing plans to launch a footy game.

Sensible Software have a 'hot' soccer game with a *European* flavour to it, Gremlin have two Gary Lineker games to go, Mastertronic are launching the official FA cup game, Addictive are putting the finishing touches to *Football Manager II*. It's going to be soccer city in the games shops.

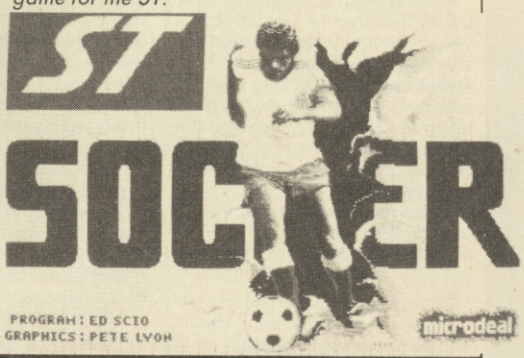


▲ *It's a funny old game.*

▼ *Thump – the striker whacks the ball on the volley – but the goalie dives to cover the shot.*



▼ *International Soccer – the first decent footy game for the ST.*



CARRIER COMMAND

STRIKE-ATTACK!

Get into action FAST to conquer the enemy by capture or destruction.

Carrier Command puts you in Total Mission Control from a super fast futuristic aircraft carrier with a variety of weapons, including amphibious tanks, planes and a high powered, turret mounted laser cannon to track and destroy your enemy.

With a huge play area of 64 islands, your objective is to capture your enemy's home island or to destroy its heavily protected Aircraft Carrier. To win, quick reactions and nerves of steel are vital to out-wit the enemy and beat him at his own game.

Carrier Command has colourful, three dimensional solid filled graphics, outstanding speed of movement, super smooth scrolling land and sea scapes, and includes a Save Game Option, realistic sound effects and a 45 second sample soundtrack (when loaded on a double density disc drive).

Spectrum cassette £14.95
Spectrum+3 disc £15.95
Atari ST £24.95
Amiga £24.95

Atari ST screen shots.

REALTIME GAMES SOFTWARE LIMITED

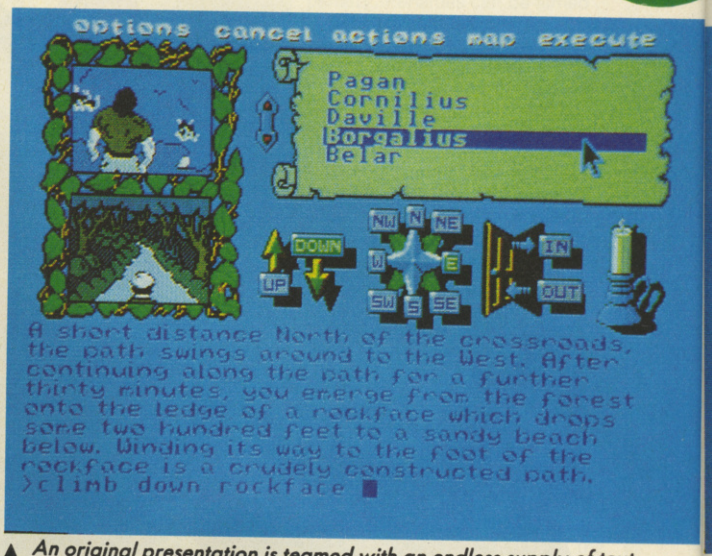
RAINBIRD

For mail order please send your order and remittance (cheques payable to British Telecom plc or direct debit from Access/Visa card by stating card number and expiry date) to:- The Marketing Department, Telecom Soft, First Floor, 64-76 New Oxford Street, London WC1A 1PS.

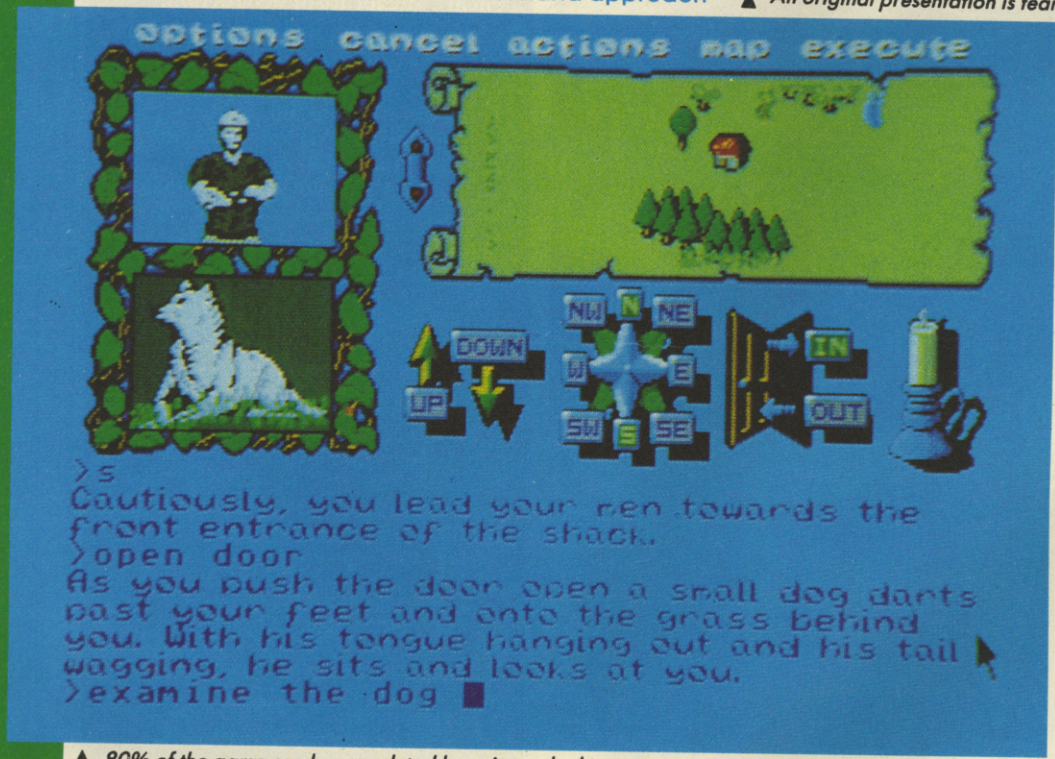
Telecom Soft, First Floor, 64-76 New Oxford St, London WC1A 1PS.
Rainbird and Rainbird Logo are trademarks of British Telecommunications PLC.

Legend Of The S

The appearance of *The Pawn* a couple of years ago, marked milestone in the history of adventure games. Since then, Rainbird has maintained its reputation for high-quality adventures, with follow-ups *Guild Of Thieves* and *Jinxter*, and Level 9's *Knight Orc*. Now comes *Legend Of The Sword*. Keith Campbell reports.



▲ *An original presentation is teamed with an endless supply of text.*



▲ *80% of the game can be completed by using only the mouse.*

Legend of the Sword may be new to you, but to *Silicon Soft* – Karl Buckingham, Colin Wooname and Eugene Messina – it's over two years old.

It all started when Karl, then a hospital technician set about writing a novel around a story he had dreamed up. Before long, he had a chat with Colin about it, and as a result he decided it would make a better adventure than book. So Karl gave up his job, and the two of them got together with Eugene, and started to create the game.

Karl himself had not played an adventure at this point, but was eventually to have a tussle with *The Pawn*.

"*Legend* has problems, but you won't find any obscure ones like having to tie a rake to a hoe with a shirt . . ." he mused.

When *Legend* was in a playable form, Karl contacted Mastertronic. "They were happy enough to accept it as it was, and see if it sold," said Karl. Not being too happy about this rather offhand approach to the product of some four man-years work, he next approached Rainbird.

Rainbird liked it, but they weren't prepared to accept an Amstrad version – they said it just wouldn't sell. They wanted 16-bit versions, they wanted changes, and they wanted another six months of work on it.

It has been a big investment in time, with the return still a little way off. But the system is there to use again – and is already being enhanced for the sequel, *The Final Battle*. This will feature more character interaction, with cameo pictures in 16 colours, instead of the four used in *Legend*.

Silicon Soft was set in Eastbourne up under the Enterprise Allowance Scheme, as was Smart Egg Software, who produced *Rigel's Revenge*.

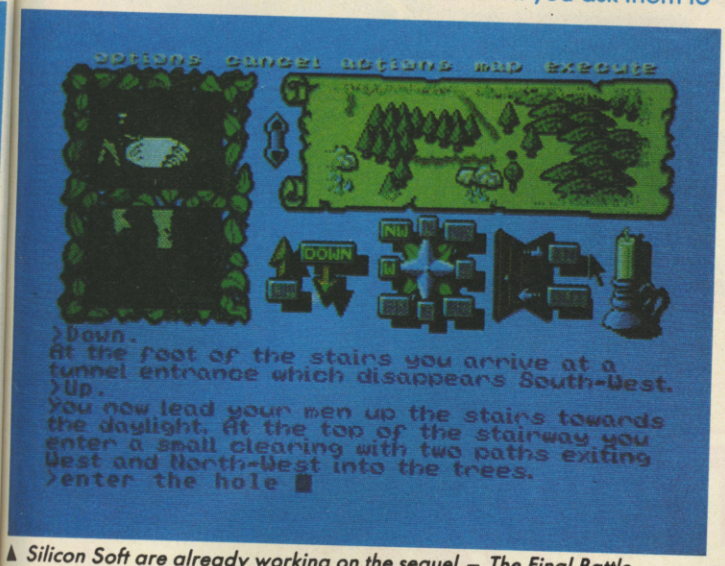
When *Legend* was in a playable form, Karl contacted Mastertronic. "They were happy enough to accept it as it was, and see if it sold," said Karl. Not being too happy about this rather offhand approach to the product of some four man-years work, he next approached Rainbird.

Rainbird liked it, but they weren't prepared to accept an Amstrad version – they said it just wouldn't sell. They wanted 16-bit versions, they wanted changes, and they wanted another six months of work on it, in collaboration with their development team – which includes *C+VG's* own Paul Coppins. Then, they said, they would sell it – and sell it well."

So Colin and Karl, impressed with the backing Rainbird were prepared to put into the product, went out and bought an Atari ST. Colin had to learn the machine in a couple of weeks flat, before setting about recreating the *Legend* system on the ST, which he wrote in C.

"I had a bit of trouble with the C compiler at first, but it didn't work out too bad!" he laughed.

Sword



▲ *Silicon Soft are already working on the sequel – The Final Battle.*

► **SUPPLIER: RAINBIRD SOFTWARE/SILICON SOFT**
► **PRICE: ATARI ST – £24.95.**
► **MACHINES: AMIGA, PC, MAC, VERSIONS EXPECTED SHORTLY. POSSIBLE 8-BIT TEXT ONLY VERSIONS TO FOLLOW.**
► **REVIEWER: KEITH.**

The land of Anar has been invaded by the humanoid army of the evil wizard Shuzar, and only the magic of the mystical sword and shield can protect its inhabitants. But for so long have they been guarded by the ancient Corarians, their whereabouts have vanished into folklore.

So it is that you and five other stalwarts, summoned by King Darius and confronted with the problem, volunteer to go in search of them. You are taken by boat and set down on the coast near to where the shield is believed to be hidden.

Together with your party, you make your way inland, and begin your quest. You are guided by clues, some hidden, waiting to be discovered, others to be gleaned from the locals.

As you move, a pictorial map displays your current position, and new locations are drawn in on your first visit. A very smoothly scrolling picture, it can be enlarged to full screen size by clicking on it, giving you a wider view of your surroundings.

Your band of followers stick steadfastly with you, but on the whole are a pretty useless bunch. They understand, but often fail to respond positively to many of your commands, and sulk if you ask them to give something they regard as their own property.

Usually it is a case of doing everything yourself, rather than directing your band, even to the extent of foraging for food for the whole party. If you don't keep up your strength by eating and drinking, a candle displayed on the screen slowly burns lower until it is snuffed out – and you with it!

In the search for food, valuables, and food, it pays to look and examine things carefully at every point. If you are standing next to an apple tree, for example, you won't discover the fact unless you make a point of being observant.

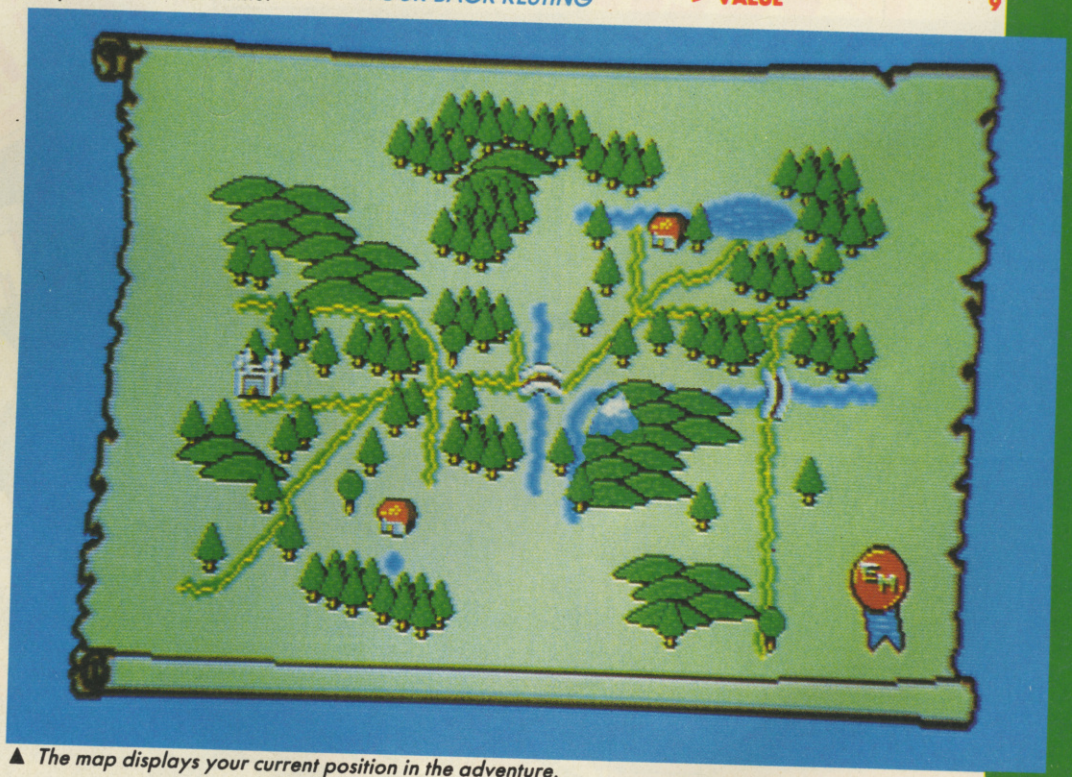
The parser accepts complete sentences such as *ATTACK THE HUMANOIDS WITH THE SWORD*, but is not up to Magnetic Scrolls or Infocom standard – no doubt it will be improved and developed in time.

On quite a few occasions it thought it had understood my command, whilst failing to grasp quite what I was getting at. *TELL THE OLD MAN TO WAIT*, for example (he is imprisoned in a cell, and I had already spoken to him) brought forth: *HOW CAN YOU WHEN HE'S INSIDE THE CELL AND YOU'RE OUTSIDE? WITH YOUR BACK RESTING AGAINST A STONE WALL. YOU SIT AND WAIT.*

The program works equally well on a high-res mono monitor as on a colour monitor or TV. The mono picture is crisp and clear – far better (dare I say it?) that the black and white versions of the pictures in some other Rainbird adventures I could mention . . . but if you are playing in colour, there's an extra goody – you can change the paper and ink colours by altering the individual strengths of red, green, and blue until you find a mix that suits you best.

With all these features, plus masses of text, it is not surprising, that *Legend* comes on two disks. It is a big game, with many elements of role playing built into a problem orientated adventure. The problems may not prove too easy to solve, but the game is easy and enjoyable to play. It should establish Silicon Soft among the best of adventure producers, and maintain Rainbird's reputation for high quality, high tech adventures. The price is fairly hefty, but you get a lot for your money!

► VOCABULARY	7
► ATMOSPHERE	8
► PERSONAL	9
► VALUE	9



▲ *The map displays your current position in the adventure.*

▲ *Karl, Colin and Eugene.*

WE ARE THE CHAMPIONS

ALL THESE CHART TOPPING HITS

RENEGADE

In the knife-edge world of the vigilante there is no place to rest, no time to think – but look sharp – there is always time to die! You will encounter the disciples of evil who's mission it is to exterminate the only man on earth who dares to throw down the guantlet in their path – the Renegade. PLAY RENEGADE...PLAY MEAN!

Licensed from ©Taito Corp., 1986.

IK+

They called International Karate 'the greatest Karate beat 'em up yet' (Commodore User). And who are we to argue? But ARCHER MACLEAN has come up with a stunner: A third fighter. An amazing animated background. New moves (including double head-kick and a spectacular backflip). Re-mixed music by ROB HUBBARD. And balls!

©1987 Archer Maclean ©1987 System 3 Software Ltd.

SUPER SPRINT

Licensed from Atari Games' original money-spinning coin-op, one or two players compete head-to-head over eight gruelling tracks and four levels of game difficulty. Avoid the hazards and collect golden spanners to enhance custom car features – the key to Super Sprint. With detailed animation and sound effects, Super Sprint brings the best driving excitement ever to be experienced on home computers.

TM & © Atari Corporation 1986. All Rights Reserved. ©Electric Dreams Software 1987.

RAMPAGE

The game where the nice guys don't get a look in. Grab your way through Chicago, punch up New York, and jump on San Francisco. Three indescribably nasty characters which bear a remarkable likeness to King Kong, Godzilla and Wolf-man, need you to send them on a rampage in an enduring 150 days of destruction, through 50 different cities.

TM & ©1986 Bally Midway MFG. Co. All rights reserved. Activision Inc.

BARBARIAN

THE STORY SO FAR...

The evil sorcerer Drax has sworn to wreak an unspeakable doom on the people of the Jewelled City unless Princess Mariana is delivered to him. However, he has agreed that if a champion can be found who is able to defeat his demonic guardians, the Princess will be released. From the wastelands of the North, comes an unknown barbarian, a mighty warrior, wielding his broadsword with deadly skill. Can he vanquish the forces of Darkness and free the Princess? ONLY YOU CAN SAY...

©Palace Software 1987.

AMSTRAD
COMMODORE
SPECTRUM

IN A SINGLE GIANT PACK

ONLY **£9.95**

ocean

OUT NOW!

Ocean Software Limited

Stac-The ST Adventure Creator

► **SUPPLIER: INCENTIVE SOFTWARE.**
► **MACHINE: ATARI ST: £39.95.**
► **REVIEWER: KEITH CAMPBELL**

A couple of years ago, the first real competitor to *The Quill* appeared, Incentive's *Graphic Adventure Creator*, otherwise known as the *GAC*. The *GAC* started life on the Amstrad, and soon migrated to both Commodore 64 and Spectrum. By now the Quill was offering add-ons, and eventually PAW, and the GAC failed to displace it amongst those who used it to write adventures for commercial publication.

But the *GAC* found a great following among adventure enthusiasts seeking to write their own games, and its success was almost certainly due to its extreme ease of use.

Now *GAC* has become *STAC*, an adventure creator for the Atari ST, written by *GAC's* originator, Sean Ellis. But it is far more than just a conversion from the 8-bit formats. Its many advanced features make it an extremely flexible utility, capable of producing adventures that may be difficult to recognise as STACed.

A similar menu-entry system to *GAC* is used, whereby, in general, the initial letter of the option required is hit to enter it. Type R, for example, and you are immediately into Room descriptions, displayed as a single screen form. Connections with other rooms, and long and short text fields are entered here – press RETURN, and you move on to the next input field, with a final 'Y or N' to keep or abort the entry if you have made a mess of it.

The graphics option is a superb utility for drawing pictures (I had a great deal of fun with it) and offers 16 colours on the same screen. These can be set to any shade you want simply by sliding three little boxes up and down against a scale, until you get the exact mix that suits you. Pictures produced using *Neochrome* and *Degas* can also be used in the adventure.

The text, too, has its graphics side! A Font option allows you to design your own lettering style within an enlarged box broken down into magnified pixels.

All this, and sound too! As well as bleeps and buzzes, music can be incorporated into a message. Chords can be played, although being a single channel, it would be extremely difficult to write a tune with a true accompaniment, and the volume of all notes played will be the same.

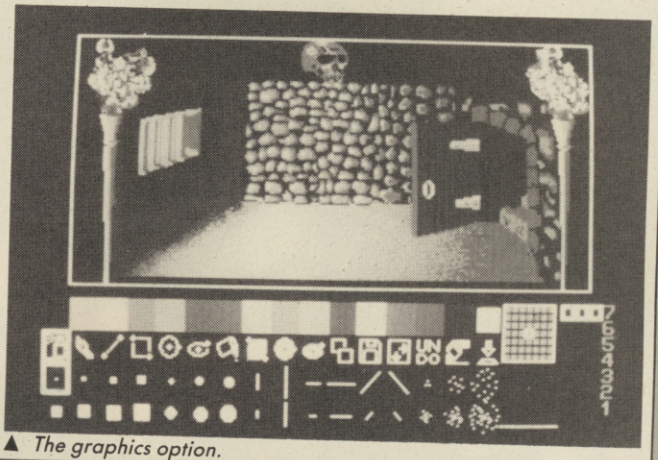
Other features offered by *STAC*, are string manipulation facilities, computations within conditions, and the linking of disks, so that adventures spanning more than one disk may be produced.

With the package comes a 68 page manual, plus a free copy of Shymer, an adventure written by Sheila Sharkey (Reviewed March '88) – but this time it is fully illustrated, with some really stunning pictures.

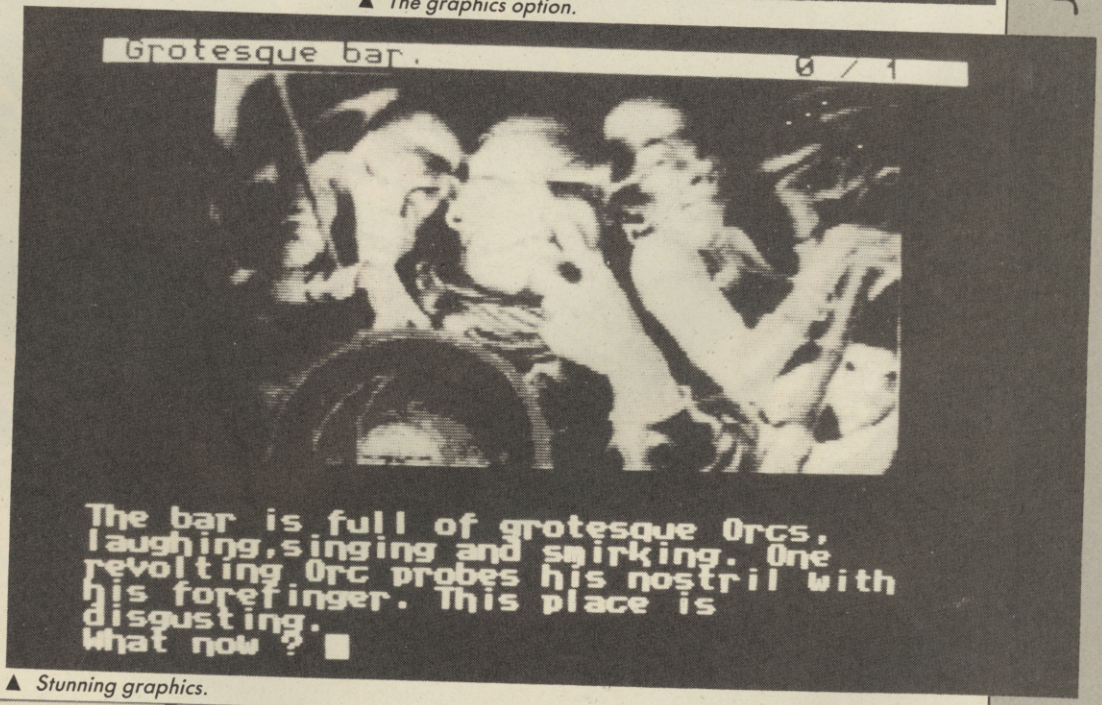
There is but one disappointment in the package – although you can change the textsize, the program cannot be used with a mono monitor.

With the *STAC*, GAC has come of age, in the same year as its author Sean Ellis, now 21, and a graduate in Cybernetics and Computer Science.

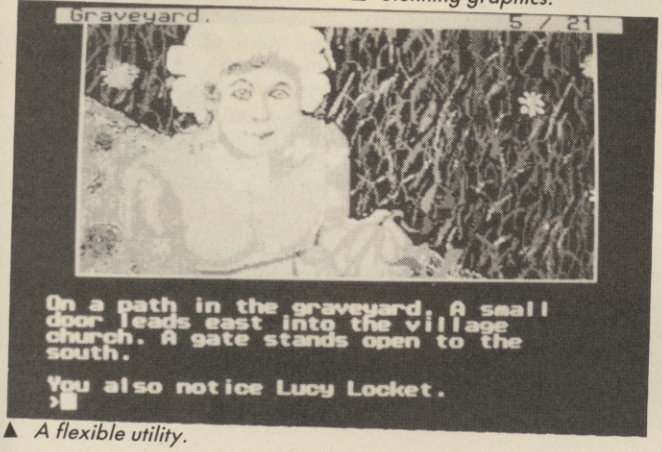
Will we soon see an even more advanced AMAC?



▲ *The graphics option.*



▲ *Stunning graphics.*



▲ *A flexible utility.*

Village Of Lost Souls

► **SUPPLIER: ROBICO**
► **MACHINES: AMSTRAD CPC/ BBC B/MASTER/ELECTRON**
► **PRICE: £9.95 (Cass) £12.95 (Disk)**
► **REVIEWER: KEITH**

Village Of Lost Souls was originally available for BBC micro by mail order only from Magus Software. It has now been reworked and converted to run on Amstrad CPC computers, and released by Robico Software.

This text adventure is set in the medieval world of Albion, where magic still exists, but used only by those gitted with *The Talent.*

You play Nathan, transported by Father-Magister Alain to the village of Dinham, to investigate the resident Lord Talent who is believed to be attempting to open a portal to the thirteenth realm – the Realm of Chaos.

Wandering through the countryside, everywhere is deserted, save for a pack of curs barking and snarling around you. But there are some shocks on the way. The burnt corpse of the miller in the chicken coop is just one of a number of grisly discoveries you make as you travel the village and fields.

But apart from wandering around and examining everything, I found it difficult to know quite what I was supposed to do next.

Nothing obvious presented itself, demanding an answer or action. After a few hours play, I had only come across one real problem: the retrieval of a key too deep in a crack in a stone floor to reach.

Of course I knew I wanted it (you always want a key when you see one, don't you?) yet I had no purpose in mind for it at that stage. And there was a beehive that I believed I knew how to open – although I hadn't actually tried to open it, since I hadn't recognised a problem that required me to!

The adventure performs in a similar way to the early Level 9 text adventures, with slightly jerky text, each location description containing a list of possible exits and their respective destinations. For example:

"There are visible exits north to a farmhouse, south to the Rectory, northwest to a muddy road and southwest to a riverbank."

One rather peculiar feature of the way in which this is implemented, is that when you take the route to, say, the Rectory, you find yourself just outside it, not actually in it. And once inside the Rectory, one of the exits will "out to a Rectory".

Strange!

Whilst there are many locations and plenty of text, some replies are very abrupt, and give the impression that they have been trimmed down to fit everything in. The vocabulary, or rather its omissions, leaves quite a bit to be desired. At a number of locations by a wall, for example, CLIMB WALL may get THAT ONLY FLUMMOXED ME, or I DON'T UNDERSTAND YOU. True, CLIMB is not in the verb list that is displayed by the HELP command – but why?

The parser recognises ALL and EVERYTHING, and in conjunction with BUT, EXCEPT, and APART. Multiple statements are accepted, and there are features like OOPS, and BUFFSAVE (save position to memory) – but the latter is not supported on BBC and Electron tape versions though.

On the whole, the adventure is competently put together, and held hope of opening up into quite a long, interesting, and difficult game, reminiscent of the early, and highly popular Level 9 titles. Indeed, the plot seems to be just as open as many of Level 9's.

I must confess to leaving it at a point where I had scored zilch out of a possible 1200 points!

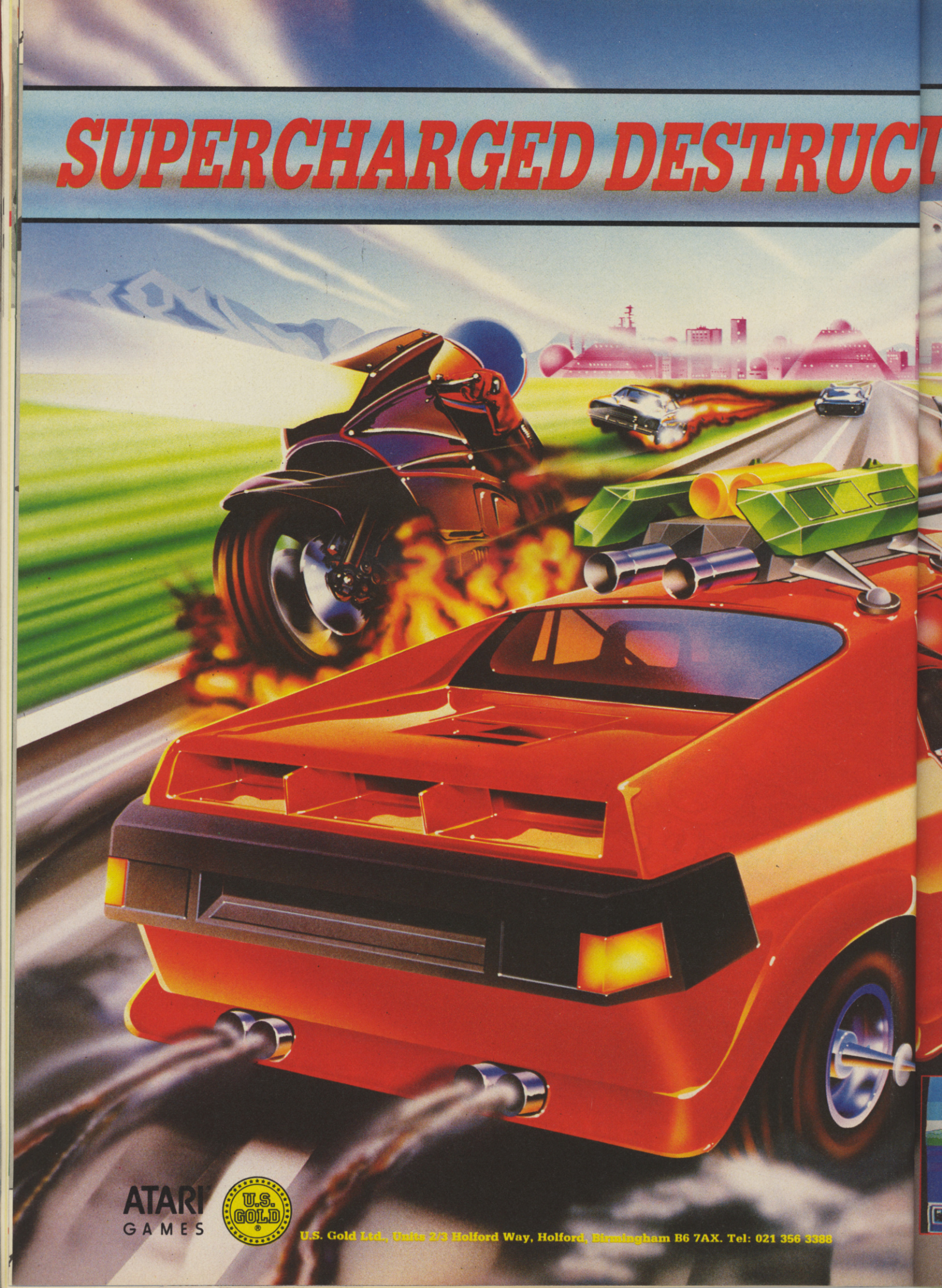
► **VOCABULARY**	**6**
► **ATMOSPHERE**	**8**
► **PERSONAL**	**7**
► **VALUE**	**7**

BURNING WITH EXCITEMENT???

We defy you to take up the challenge...Go on... Pick up the Keys...

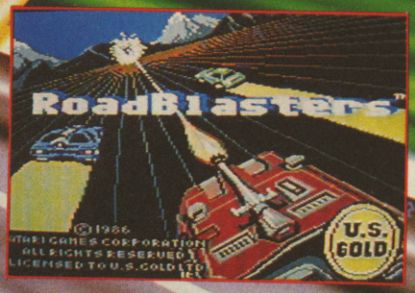
U.S. GOLD

ATARI GAMES


SUPERCHARGED DESTRUC
ATARI
GAMES
U.S. GOLD
U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388

CTION...

ROAD BLASTERS™



Screen shots from Commodore version.

The thunderous world of destruction ... the ultimate race against death, Roadblasters delivers all the gripping action and high speed thrills of the arcade spectacular.

Spectrum + 3 £12.99d
CBM 64/128 £9.99t – £14.99d
Amstrad £9.99t – £14.99d
Spectrum 48/128K £8.99t
Amiga £24.99d
Atari ST £19.99d

STAND OUT FROM THE CROWD

You've bought the mag, read the reviews, now get blasting those nasties with the C + VG Joystick!

Exclusive to our readers it's a customised version of the Euromax Elite model.

With its advanced design, accurate fire, unique colour and giveaway price, it was just too much for the Ed. Recently he was seen sneaking down the fire escape with a crateful earmarked for his chums!

So to stand out from the crowd, all *you* have to do is fill in the coupon and rush down to your nearest post box.

But hurry, stocks are limited and the Ed is getting zippy!!

Suitable for Atari, Commodore, Amstrad and MSX. Also with interfaces:- Sinclair, BBC and Electron.

Outstanding Features

***High Durability — Advanced design and precision engineering.**
***Rapid response — Guaranteed by uniquely constructed bearing and gate assembly.**
***Ultra Sensitive — Fitted with short travel micro switches.**
***Absolute accuracy — In multi directional movement.**
***Reduced fatigue — Advanced ergonomic design reduces effort — suitable for left or right hand play.**
***1.5m cord — allow for best playing position.**
***Guaranteed — Full 6 months guarantee against any defective parts.**

Please send me_____ C+VG Joystick(s) at £11.95 + £1.24 p+p.
Total amount enclosed £_____
Please make cheques payable to: Computer & Video Games.
Name _____
Address _____
_____
_____ Postcode _____
Please return to: Computer & Video Games Joystick Offer, 14 Holkhom Road, Orton Southgate, Peterborough PE2 0EF. TEL: 0733 237111. Allow 28 days for delivery

Helpline Clues

Andrew Bethell of Walsall has a serious question: "Can it be that the Helpline and Adventure pages are shrinking? Only three pages in April – I hope you're not going to vanish into oblivion! Maybe you should get the Ed to drop the stupid comic strips, and use the extra space?"

Wash your mouth out, Andrew! How dare you! You aren't seriously suggesting you would prefer more game reviews in a computer games magazine, than the pictorial antics of *Schmuk and Crude,* who anyday now might pop in and duff up your friendly newsagent?

And with Andrew hot under the collar, who can help cool him down with a hint or two on how to get the sprinkler system working on Vohaul's Asteroid base? Andrew is completely stuck at this point in *Space Quest 2.*

A whole string of clues was sent in by **Jonathan Marshall,** to help with problems aired in the Helpline. Now Jonathan is seeking some help himself, in the form of the whereabouts of the computer tape in KWAH.

How do you cross the swamp in the Labian forest, in *Space Quest 2,* asks **Christopher Wood,** of Hackney?

Mr Guest of Croydon, has reached the castle of light but can't get past the drawbridge in *Phantasie 3.* Meanwhile, in *King's Quest 1* he is trying to get the mushroom, and wondering what to do with the fiddle and the friendly bird.

Soni Griggs of Swanley, can't find a rope, nor open the grating in *Goblin Towers.* Perhaps you've had more luck?

A Mind Forever Voyaging is a rarely mentioned Infocom title in the Helpline. **Mark Kerr,** of Newcastle-upon-Tyne has completed the first two parts, and is wondering what to do next in Part 3. The Prism complex has been overtaken by Ryder and his associates. Mark has recorded Ryder's threats to Perelman, and discovered that there is a guard on the control centre, and that WNNF is to be linked to Prism. Where should he go from here?

Matthew Conway is desperate for a map of *Lords of Midnight.* Anyone out there got a spare copy they could send him? Matthew's address is 1 St. George's Terrace, Station Road, Lambourn, Berks RG16 7PN.

Here's a game I've not heard of before – it's called S.M.A.S.H.E.D. – which according to *Peter Nuttall* of Belfast, who is stuck in it, stands for Strangest Mobile Army Surgical Hospital East of Detroit. Peter cannot get the pearls from Major Wet Lips Jerrycan, nor the password to let him in to the sergeants mess hall. That's not the end of his troubles! He can't defuse the bomb in the latrine, he can't fix the jeep, and he doesn't know what to do with Clingon after taking him out of the minefield! If anyone can throw any light on these problems (or even tell me where the game comes from?) I'd be dead pleased.

Question of the month: Put a lot of people out of their misery, someone, and tell me – how DO you get past the tank in *Rigel's Revenge???*

Tim Branston of Cropwell Butler has got as far as the hotel in *Police Quest,* and needs to ditch 'sweet cheeks Marie' so he can go and play cards. Who can help him get rid of her? She just won't go!

Talking of getting rid of things... who knows how to get rid of Zemps? *Stuart Day* is stuck with them in the citadel in *Kayleth.*

Here are some more *Venomous* problems, this time from *Lindsay Butters* of Glasgow: How do you get into the taproom in the inn? How do you avoid getting killed by the Venomite priest after getting the parchment? How do you cross the abyss and the river?

Anyone heard of a game called *Number 6 in the Village?* Not me, so there's no chance that I can help *Darren Sellwood* of Harrow. General clues to help Darren, anyone?

Help came this month from: *A.J. O'Donovan,* Southampton; *Paul Hardy,* Sheffield; *Johnathan Marshall,* Ealing; *Allan Phillips,* Camden Town; *Matthew Conway,* Lambourn; *Andrew Bethell,* Walsall; *Wyndham Townend,* Huddersfield.

KNIGHT ORC:
Attack the horse with its rider's weapon!

KOBYASHI NARU:
To get the solance, activate it and pull it.

FOOTBALL FRENZY:
There's a spare wheel and jack in your car boot.

THE BIG SLEAZE:
Move obelisk and leave the reception area with the help of a crowbar.

DODGY GEEZERS:
Search the pet shop for canine insomnia cure.

REDHAWK:
Throw the magnet at Techno. Give gloves to the scientist and professor. Sell incriminating photos to the editor for cash.

RIGEL'S REVENGE:
Introduce the bomb to the guards. The bungalow is about as useful as the net!

SPACE QUEST 2:
The reply to acidity is to attach plunger and hold on!

JINXTER:
Be a bad baker! Make things even hotter when the time is right!

BEYOND ZORK:
The answer to the riddle should come to you in a flash.

News

If you are into writing Spectrum adventures, there is a club aimed directly at you! **The Spectrum Adventure Club** seeks to bring together artists, designers, and Spectrum programmers, so that they can benefit from each other's talents. The club offers opportunities for new young adventurers who wish to enter the production side of the industry at an affordable price. Membership is 50p per quarter, from Spectrum Adventurers Club, 21 Winchester Avenue, Cardiff CF3 7BT.

Legend Of The Sword should be in the shops by the time you read this! A new 16-bit only adventure by Silicon Software, and published by Rainbird Software, the game features a completely novel graphics system.

Icon or keyboard driven, the screen depicts up to two cameos relating to the current state of play, from a library of 380, whilst it draws a pictorial map showing your progress as you try to find the sword and shield, and defeat Suzar.

With controllable NPC's (non-playing characters to you!), RAM save and restore, and three levels of OOPS, this adventure, said to be 'very difficult' will be available for Amiga, Atari ST, and IBM PC for £19.95. Review next issue!

Two new Magnetic Scrolls adventure are on the way from Rainbird Software. **Corruption,** the final title of the game described in the February issue, and **Code-names Assassin,** is due for release at about the time you read this.

Shortly afterwards, **Fish** is expected. At the time of writing it is said to be in an advanced stage of development.

Watch out for Rigel's Revenue in Amiga, ST, and PC formats in the near future. Mastertronic's smash hit budget adventure, written by Smart Egg Software, is being substantially enhanced.

Rumour has it that Infocom's **Plundered Hearts** has been taken off the shelves at some stores in the USA, on the ground of being too risque. Obviously, they never played **Leather Goddesses!**

SHUK + doode

ART: SIMON HARRISON
SCRIPT: SIMON HARRISON
TIM CROWFOOT
LETTERS: IVOR WIGGETT

ITN NEWS FLASH

THIS IS DAN DAN YOUR UP-TO-THE MINUTE ROVING MAN, BRINGING YOU UP-TO-THE MINUTE NEWS!

TWO SMALL MANIACS CAUSE CHAOS IN CENTRAL LONDON TONIGHT! THE GRUESOME TWOSOME, DUBBED THE DEMONIC DUO BY POLICE, TRASHED A CINEMA IN LEICESTER SQUARE, THEN FLED THE SCENE ON A STOLEN MOTORCYCLE!... CAN IT BE THE SAME MIDGETS WHO MARAUDED OUR METROPOLIS NOT FOUR DAYS AGO? ALAS WE MAY NEVER KNOW! FOR THEY RAMMED A POLICE ROAD BLOCK AT OVER ONE HUNDRED MILES AN HOUR!

THE CONCUSSION SHATTERED EVERY WINDOW IN CENTRE POINT AND THE DOMINION FELL IN RUINS! EVEN AS I SPEAK LONDON IS BURNING!... THE DEMONIC DUO ARE NO MORE!

DO YOU KNOW WHAT THIS IS? WELL I'LL TELL YOU, IT'S SNOT! THE SAME SNOT WE FOUND ON TWO FRONT SEATS OF THE EMPIRE CINEMA. THE SAME SNOT WE FOUND IN IT'S WRECKED BOOKING OFFICE. THE SAME SNOT WE FOUND ON A FLATTENED VOLKS WAGEN IN FINCHLEY!

ALL THIS DAMAGE WAS CAUSED BY THE SAME PEOPLE! THOSE UGLY KIDS ON THE NICKED BIKE! GOD, I HATE IT WHEN THINGS END THIS WAY, IT'S SO UNTIDY

YOU CAN SAY THAT AGAIN.

INSPECTOR REID, SIR. WE'VE JUST HAD A REPORT FROM ONE OF THE LADS AT THE NICK. SEEMS HE HAD HIS RADIO NICKED.

SO.

WELL, WE WERE IN THE CAR, PURSUING THE SUSPECTS, SIR, WHILE RELAYING INSTRUCTIONS TO OUR COLLEAGUES OUR TRANSMISSION WAS INTERRUPTED BY PERSONS UNKNOWN. SOMEONE WAS LISTENING IN.

FIVE MINUTES AGO THE SCHRANK PANTHER WAS SEEN FLEEING ACROSS THE ROOF TOPS. KIND OF A COINCIDENCE DON'T YOU THINK SIR?

HIM? THAT CAT BURGLAR! WASN'T HE INVOLVED IN THE FINCHLEY EXPLOSION? DAMN! THIS IS TERRIBLE! IT'S A CONSPIRACY! IT GETS WORSE!

YES SIR, THIS IS A SAD DAY FOR TOURISM!

INSPECTOR REID.

YES. WHAT DO YOU WANT?

YOU.

SENSATIONAL NEWS! THE RUMOURS ARE FLYING! RELIABLE SOURCES ALLEGE THE SCHRANK PANTHER, LONDON'S NOTORIOUS CAT BURGLAR MAY HAVE BEEN INVOLVED IN THIS MORNING'S CHAOS IN TOTTENHAM COURT ROAD.

WHO IS THE SCHRANK PANTHER? WHAT WERE HIS LINKS WITH THE NOW DEFUNCT DEMONIC DUO? WHERE DOES HE COME FROM? WHERE DOES HE GO? WHY HAVE ALL POLICE EFFORTS TO CAPTURE HIM COME

TO NOTHING? DON'T MISS OUR SPECIAL REPORT ON THE SCHRANK PANTHER COMING UP AFTER 'MIAMI VICE'! TH... AND THIS IS NEWS JUST COMING IN... **SENSELESS AND BIZARRE!**

INSPECTOR REID, SENIOR DETECTIVE AT THE SCENE OF THE TOTTENHAM COURT ROAD FIRE HAS **RESIGNED**, DUE TO, AND I QUOTE, "INTOLERABLE PRESSURE FROM HIS SUPERIORS." IT SEEMS THE MOVE WAS PROMPTED AFTER A BITTER ARGUMENT WITH THREE TALL STRANGERS IN LONG CAPES...

WHO WRITES THIS STUFF?

POPPA. WE HAVE LOCATED THE LOST EVIDENCE. WE TRACKED THE ITEMS TO A WAREHOUSE ON THE ISLE OF DOGS. WE BELIEVE THEY WERE SENT THERE BY A COSTUMED WRETCH CALLING HIMSELF THE SCHRANK PANTHER... WE WILL GO THERE. WE WILL LAY IN WAIT, AND WHEN HE ARRIVES TO CLAIM HIS PRIZE, HE WILL BE PUBLICLY EXECUTED!

No!

NO POPPA. THERE'S MORE. UNUSUAL THINGS. LISTEN...

TOO MUCH IS UNCLEAR. IF HE IS INVOLVED THIS PANTHER PERSON MAY PROVE USEFUL. TAKE HIM ALIVE. BRING HIM TO ME... COME COME AZMO DEUS. YOU CANNOT HIDE YOUR THOUGHTS FROM ME. YOU WORRY ABOUT THE POLICEMAN. HIS NOISY RESIGNATION HAS BEEN NOTED. WORRY NOT. HE WILL NOT CO-OPERATE, BUT HE WILL NOT TALK EITHER. THAT I PROMISE YOU....

THE SCREAM. THE SCREAM CAME FROM HERE.

ARCADE AFF ONLY

FAMILY FUN

AMUSEMENT ARCADE REAR ENTR

THE ARCADE MANAGER... CHRIST! DEAD AS A DOORNAIL. DIED OF FRIGHT BY THE LOOKS OF IT. WHAT ARE THEY UP TO NOW? I JUST KNOW THEYRE NOT DEAD...

DEFEN

GARK!

READY STEADY GO!

Work on converting Capcom's *Streetfighter, Tiger Road, 1943* and *Black Tiger* is now nearing completion.

These four releases from US Gold are part of a £2 million, ten game deal signed last Christmas with the Japanese coin-op specialists.

So if you havn't seen the games in the arcades, here's what to expect.

STREETFIGHTER

Streetfighter is one of the most realistic martial arts combat games, a sort of street Olympics with opponents from Japan, USA, China, Thailand and England.

The character sprites are huge and background graphics are spectacular with colourful street scenes.

The action is intense. Each game consists of three rounds – beat your opponent and you get to face the next, even tougher, fighter. Punches, stoop kicks, backward flips and flying kicks are just a few of the moves to master.

Each of the ten opponents has different skills and/or weapons to deal with. You'll need all your arcade combat skills to reach the last round – a battle against the strongest men in the world. You can choose to be Ryu or Ken, two young masters of the martial arts.

The deluxe version of the arcade machine caused a stir when it appeared in the arcades as it features pneumatically controlled pads which you hit to make your character kick or punch.

Streetfighter is probably the first arcade game which left players in sweaty, exhausted heaps after a long session. You can always tell when the machine is in use from the thumps, thuds and grunts coming from that corner of your local arcade!

TIGER ROAD

It will be no mean task to defeat the evil minions of Ryu Ken Oh in this esciting martial arts arcade adventure. *Tiger Road* is based on an actual ancient Chinese fable, the plot goes like this. Ryu Ken Oh, the baddie, has been raiding villages and kidnapping children. He intends to brainwash these poor kids and turn them into soldiers for his evil army.

The master of the Oh Rin temple has ordered his best student, Lee Wong, (that's you!) to save the children and defeat Ryu Ken Oh! To do this Lee has to complete many hazardous levels, each with a big bad enemy at the end. To aid his quest, Lee has a magical jacket which helps him jump and fly, plus special weapons like the chains and sickle, a spear and the Snake weapon. Hoards of Samurai warriors make the journey difficult. They come at you from all angles, swinging vicious curved axes. Beat them off with your weapons or with a well aimed karate kick.

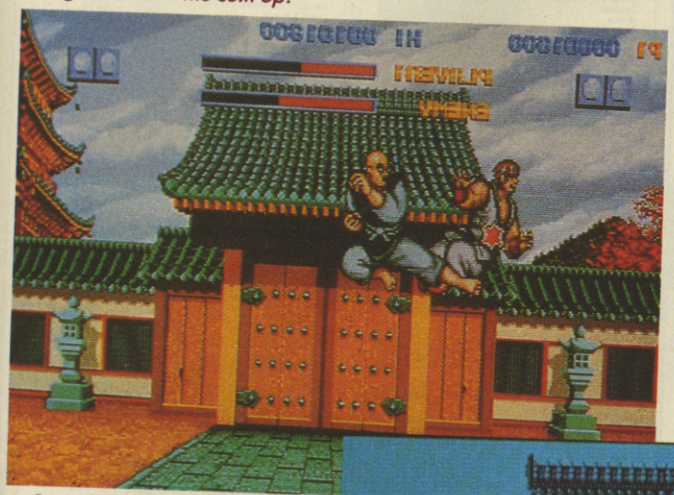
Beware of giants, ninja warriors flying on hand glider contraptions, rolling boulders and awesome dragons and acrobatic sumo wrestlers! The arcade game begins outside a ruined temple. Apart from the Samurai warriors there is a large man sitting on top of the ruins, who takes pleasure in sticking a large pike into your body from time to time. You have to make good use of Lee's jumping skills here to leap onto the ruins and give this nasty pikeman a taste of your sword.

The next section pits you against a giant. You have to time your attacks perfectly – as if you let the giant get too close he'll grab you by the neck, half strangle you and throw your crushed body across the screen!

If you manage to survive this beast the ordeal of the rolling stones begins. These stones are deadly. Again timing is vital as you leap these boulders to avoid being squashed. Once you leap the last rock you find yourself in a cell with an infuriated Sumo wrestler. He is quite an acrobat and attacks by climbing up the walls and swinging across the ceiling.

The arcade game is very big and has many levels – including a forest scene with ferocous flying dragons. *C+VG's* arcade expert Clare Edgeley said: "*Tiger Road* is a must for all martial arts fans." We are sure you'll

▲ *Tiger Road – the coin op.*



▲ *Streetfighter – from the arcades.*

▲ *1943 – following a clank.*

think the same about the computer versions.

1943

Slip into your flying jacket for *1943*, the sequel to Capcom's classic aero-shoot 'em up, *1942*. You are back in the hot seat ready for the Battle of Midway, your twin-engined catamaran design P-38 on a mission to destroy the Japanese battleship Yamato. This time your aircraft can make use of six secret weapons, collected as you blast through the flak-filled skies.

You can still perform the famous loop-de-loop, but you can also create nasty weather conditions – lightning, a cyclone and even a "tsunami" – that's a tidal wave.

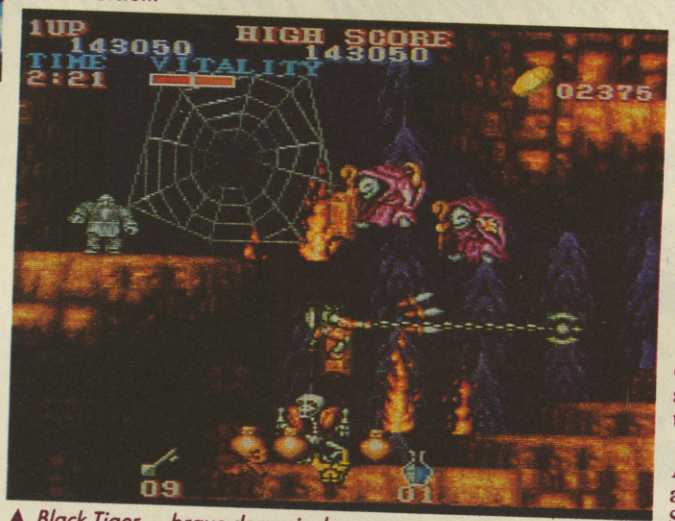
Power-up weapons available to the coin-op pilot include three-way shot, auto fire, a super shell and side fighter which is a bit like the 'double' feature in *Nemesis*. The side fighter is a smaller 'plane which increases your attacking power.

These optional extras are collected by shooting enemy aircraft and picking up the power-up pods which then drift down the screen.

Exciting and additive shoot 'em up action which will hook even the most jaded zapper, that's what you get if you time warp back to *1943!*

▲ *1943 – will hook zappers.*

▲ *ST version.*



▲ *Black Tiger – brave demonic dragons.*

BLACK TIGER

Long ago, three evil dragons descended from the skies and destoyed a kingdom, bringing a nightmare of darkness and destruction and decades of evil to this once bright and glittering world. From this suffering kingdom emerged a great and brave fighter, determined to being back light and goodness to the world.

Play *Black Tiger* and you enter a sinister world of dragons and demons. All the elements of true fantasy adventure are packed into this different and absorbing coin-op.

Black Tiger is a Conan-style figure, a hero battling evil in a fantastic world. As he travels through and under this weird world *Black Tiger* must battle the many different monstrous minions of the dark dragons.

Fortunately, there are people who will help the hero – the wisemen. The bad news is that Black Tiger has to rescue these poor spellbound creatures before he can enlist their assistance. Some wisemen will sell Black Tiger extra armour or weapons. How does he purchase these things? By earning 'zenies' These are earned by defeating enemies or saving Wisemen.

Black Tiger will need all the extra armour he can get to be successful in the final great battles against the three dragons which come at him one at a time.

He loses armour when enemies hit him – enemies like the ugly axe-wielding goblins and other mean mutants.

Each level has to be completed within a time limited – but Black Tiger can gain extra seconds by saving the Wisemen turned to stone by the dragons.

Streetfighter, Black Tiger, 1943 and *Tiger Road* will be available on Commodore 64, Spectrum, Amstrad, Atari ST and Amiga.

NATIONAL COMPUTER LIBRARY

ENQUIRIES WELCOME ON PERIPHERALS AND HARDWARE SALES AT LOW COMPETITIVE PRICES

Hire Software Before You Buy It

ATARI ST TITLES NOW AVAILABLE

- NOW UNDER new management
- OVER 8,000 different titles available for hire for the COMMODORE, SPECTRUM, ELECTRON, BBC, AMSTRAD all models, ATARI, and MSX computers, **ATARI ST,** and now **CBM AMIGA.**
- ARCADE, ADVENTURE, EDUCATIONAL and BUSINESS software too.
- HIRE PRICES from only £1.00 INC. P&P.
- 20% DISCOUNT off all purchase software.
- LIFE MEMBERSHIP £6.00. Hire your first title FOC.
- FREE CATALOGUE.
- FAST RETURN OF POST SERVICE (if reserves are given).
- ALL GAMES manufactured ORIGINALS with full documentation.
- LARGE DISCOUNTS ON ALL PURCHASES for members.
- UP TO 65% OFF software, regular sales lists sent to all members.
- Full computerised system keeps track of your order. We pride ourselves in being the most professional Hire Library in the United Kingdom, with experienced staff who know what the word service means.
- NOW IBM SOFTWARE FOR SALE ONLY.

Send large S.A.E. now for free catalogue.

NATIONAL COMPUTER LIBRARY

1 Walkers Road, North Moons Moat, Redditch B98 9HE 0527 510072

CVG

NAME .....

ADDRESS .....

.....

.....

COMPUTER MODEL .....

Access

Megasave

Access

TITLE	SPECT	AMS	DISC	COMM	DISC
Air Rally (GeeBee)	4.95	6.45	9.95	6.45	9.95
Alien Syndrome	5.95	6.45	-	6.45	-
Arcade Force Four	6.45	6.45	12.95	6.45	9.95
Ad. Tact Fighter	5.95	6.45	9.95	5.95	8.95
All Stars	6.25	-	6.25	-	6.25
Apollo 18	-	-	-	6.95	10.95
Alter. World Games	4.95	6.45	9.95	6.45	9.95
Apache Gunship	6.45	-	-	10.95	13.95
Arkanoid II	4.95	6.25	9.95	6.25	8.75
Blacklamp	4.95	6.45	9.95	6.45	8.95
Bad cat	-	6.45	9.95	6.45	7.95
Bionic Commandos	5.95	6.45	9.95	6.45	9.95
Blood Brothers	4.95	6.45	9.95	6.45	9.95
Bob Winner	-	6.45	9.95	6.45	9.95
Buggy Boy	4.99	6.45	9.95	6.45	9.95
Boot camp 19	5.95	-	-	6.45	9.95
Bard's Tale	5.95	-	-	-	-
Chuck Yeager's Aft	-	-	-	6.95	10.95
Combat School	4.95	6.45	9.95	5.95	8.75
Cybernight	5.15	-	-	-	-
Cybernoid	4.95	6.45	9.95	6.45	9.95
Corporation	6.45	6.45	9.95	6.45	9.95
Computer Classics	4.99	4.99	6.45	4.99	6.45
Crazy Cars	5.95	6.45	9.95	-	-
Champions	6.45	6.45	9.95	6.45	9.95
Crosswize	4.95	-	-	-	-
Defender The Crown	-	-	-	8.95	13.95
Driller	9.95	10.95	15.95	9.95	13.95
Desolator	4.95	-	-	-	-
Enduro Racer II	6.45	-	-	6.45	-
Football Director	5.95	6.25	-	6.25	-
Footb. Manager II	6.45	6.45	9.95	6.45	9.95
Foundation Waste	-	-	-	-	15.75
Flying Shark	4.95	-	-	5.95	8.75
Firefly	4.95	6.45	8.95	5.95	8.75
Flintstones	5.95	6.25	8.95	5.95	9.95
Gun Smoke	5.95	6.45	9.95	6.45	9.95
G. Lineker's Soccer	4.95	6.45	9.95	6.45	8.75
Game Set & Match	9.95	9.95	13.95	9.95	13.95
Garfield	5.95	6.45	9.95	5.95	9.95
Gothik	4.95	5.95	9.95	6.45	9.95
Gutz	4.95	-	-	6.25	-
Hercules Slayers	4.95	6.45	9.95	6.45	9.95
Iron Horse	4.95	6.25	9.95	5.95	9.95
Imposs. Mission II	5.95	6.45	9.95	6.45	9.95
Ikari Warriors	5.95	6.45	9.95	7.50	7.95
Jinks	-	6.45	9.95	6.45	8.75
Karnov	6.45	6.45	9.95	6.45	9.95
Konamis 10 Hits	6.95	6.95	9.95	6.95	9.95
Lee Enfield	-	6.45	9.95	-	-
Magnificent 7	6.95	6.45	13.95	6.45	13.95
Matchday II	4.95	6.25	-	5.95	8.75
Magnetron	4.95	-	-	5.95	9.95
Mach 3	-	6.45	9.95	-	-
North Star	4.95	6.45	9.95	6.45	9.95
Outrun	5.95	6.45	9.95	6.45	9.95
Overlord	6.45	-	-	-	-
Operation Wolf	4.95	-	-	-	-
PHM Pegasus	6.95	7.25	10.95	6.95	10.95
Predator	6.45	6.45	9.95	6.45	9.95
Power at Sea	-	-	-	6.45	10.95
Platoon	6.45	6.45	9.95	6.45	9.95
Pac-Land	5.95	6.25	-	6.45	9.95
Pink Panther	5.95	6.45	9.95	6.45	8.75
Power Pyramids	5.95	-	-	-	-
Road Wars	5.95	-	-	-	-
Rolling Thunder	5.95	6.45	9.95	6.45	7.95
Roy of the Rovers	6.45	6.45	9.95	6.45	9.95
Rastan	4.95	6.25	9.95	5.95	8.75
Renegade	4.95	6.25	9.95	6.45	9.95
Ring Wars	6.45	6.45	9.95	6.45	9.95
Rampage	6.45	6.45	9.95	6.45	9.95
Skate or Die	-	-	-	6.45	10.95
Siderarms	5.95	6.45	9.95	6.45	7.95
Sophistry	5.95	-	-	-	-
Stealth Fighter	-	-	-	10.95	13.95
Street Fighter	5.95	-	-	-	-
Super Hang-On	6.45	6.45	9.95	6.45	8.75

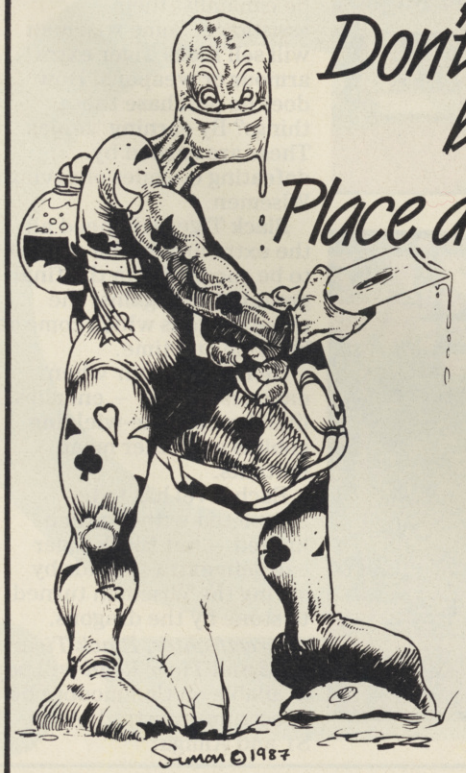
TITLE	SPECT	AMS	DISC	COMM	DISC
Shackled	5.95	6.45	9.95	6.45	7.95
Sinbad Falcon	-	-	-	-	9.95
Samurai Warrior	-	6.25	9.95	-	-
Strike Fleet	-	-	-	-	10.95
Soldier of Light	5.15	6.25	9.95	6.25	9.95
The Train	-	-	-	6.45	10.95
Teladon	5.95	-	-	6.25	8.75
Testdrive	-	-	-	6.45	10.95
Time and Magic	10.95	10.95	13.95	10.95	13.95
The Double	7.95	-	-	7.95	-
Troll	6.25	6.25	8.95	6.25	8.95
Target Renegade	4.95	6.25	-	6.25	-
Tetris	4.95	6.25	8.95	5.95	8.75
Thundercats	4.95	6.25	9.95	6.45	9.95
The Dark Side	5.95	-	-	-	-
Up Periscope	-	-	-	-	13.95
Unitrax	6.25	6.25	9.95	6.25	-
Venom Strike Back	4.95	6.45	9.95	6.45	9.95
Vampire's Empire	5.95	6.45	9.95	6.45	8.75
Victory Road	4.95	6.45	9.95	5.95	8.75
Vinicator	5.15	-	-	-	-
Vixen	5.95	6.45	9.95	6.45	9.95
Winter Olym. 88	4.95	6.45	9.95	6.45	9.95
Yeti	5.95	-	-	5.95	8.75
10 Great Games II	6.95	6.95	9.95	6.96	9.95
4 Hits (Hewson)	5.95	6.45	9.95	6.45	9.95
720	5.95	6.45	9.95	6.45	7.95
6 Hit Pac Vol 3	6.45	9.95	6.45	6.45	6.45

AMIGA & ATARI ST	AMIGA	AT. ST
Air Rally (GeeBee)	12.75	-
Arkanoid II	-	12.75
Arcade Force Four	-	15.75
Bad Cat	15.75	12.75
Battle Ships	12.75	9.75
Barbarian	12.75	-
Bards Tale	17.95	17.95
BMX	9.75	9.75
Bob Winner	-	12.75
Carrier Command	15.75	15.74
Crazy Cars	12.75	15.75
Captain Blood	15.75	12.75
Crash Garret	12.75	12.75
Dungeon Master	-	15.75
Defender of the Crown	19.75	19.75
Enlightenment	12.75	-
Ferrari Formula One	17.95	-
Flintstones	12.75	12.75
Football Manager II	-	12.75
Garfield	12.75	12.75
Hotball	15.75	15.75
Ikari Warriors	-	9.75
Impossible Mission II	-	12.75
Interceptor	17.95	-
Jinxter	15.75	15.75
Legend of Sword	-	15.95
Mach 3	12.75	12.75
Outrun	-	12.75
Olds	-	12.75
Pac-Land	12.75	12.75
Pandora	12.75	12.75
Platoon	-	12.75
Predator	-	12.75
Pink Panther	12.75	12.75
Power Play	12.75	12.75
Return to Genesis	12.75	12.75
Rolling Thunder	15.75	12.75
Shackled	-	12.75
Sidewinder	6.75	-
Star Goose	12.75	12.75
Star Ray	6.75	-
Test Drive	17.75	17.75
Time Stood Still	-	12.75
Time Bandit	12.75	-
Vampire's Empire	12.75	12.75
Vixen	12.75	12.75
Xenon	12.75	12.75

Mail Order only, post and packaging included Great Britain, EEC add 75p per item, overseas add £1.50 per item, fast service, send cheque/PO to Megasave Dept, CVG1 49H Sutherland St, Victoria, London SW1 V 4JX. Please send for free list of new releases on Amstrad, C16, MSX, Atari ST, Amiga, Commodore, Spectrum and +3 Disc, state which list.

Future League Limited

GET IT BEFORE IT GOES!



Don't let some weirdo buy your copy!

Place a regular order with your newsagent NOW!

Dear Mr Newsagent,
reserve me a copy of
Computer + Video Games.

Name _____

Address _____

_____

BIG Screen

Priests, punks, psychos, satan . . . and even an over-affectionate android! This month has got it all for our man in the back stalls, Ward R. Street.

A decrepit church in run-down L.A.; an elderley priest quietly expires. But the holy man who's just taken the long rest was a member of a secret religious sect, The Brotherhood of Sleep, and without him the world is no-longer safe. The **Prince of Darkness** (18) is about to claim his crown!

Outside the church a shabby figure stumbles to a halt – then another. The local bums stare at the building, transfixed. And deep in the crypt a strange green light swirls angrily in a heavy brass and glass canister that's at least seven million years old and no longer secure. All hell is about to be let loose!

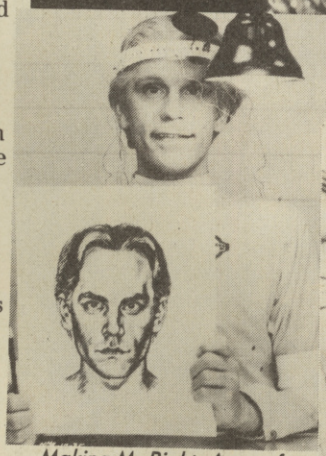
Luckily another priest realises that these are forces too great for one man to control – forces too great for religion itself – so he enrols a variety of experts from the local university. Physicists, chemists and even students of ancient languages and their professors are roped in for a weekend of high science and even higher drama.

While some struggle to understand the mysterious, neon whirlwind by quantifying it with quantum physics, taking a trip into the realms of anit-matter. Others discover that a two-thousand year old document seems to tell how the devil was locked away from the world. But the ones who really get to grips with Old Nick are the unlucky few who swallow a jet of foul-tasting liquid – and become his slaves!

All pretty silly stuff, you may think, and so it would be but for one thing – director John Carpenter. He played trick or treat with your nerves at **Halloween,** he chilled you to the bones with **The Fog** and sickened you when he showed you his **Thing.** But this new mixture of psychics (all apparently theoretically correct) and psychics proves that the devil has all the best plots.

Trapped by the army of street people, plus attacks by worms, beatles and even a cameo appearance by Alice Cooper (no, it's not that bad – he doesn't sing), the students are prey to the ever-increasing number of demonically-possessed members of their own team. This is stalk and shriek of the highest order.

▲ *Prince of Darkness: A case for Clearasil.*



▲ *Making Mr Right: A case for treatment.*

▲ *A prayer for the Dying: Saving Grace.*

It might almost have been called **Assault on Parish 13** after another Carpenter classic.

Helping crank up the suspense is horror stalwart Donald Pleasance as the priest, proving that a good actor can convince you of even the most unlikely plots . . . at least for a hundred minutes. Then, with your nerves shredded, you can walk out of the cinema, telling yourself that there's no such thing as pure evil. The hell there isn't!

Battling more earthly menances, another brilliant actor, Bob Hoskins, pops up as a priest in **A Prayer for the Dying** (15). But despite his presence, the film should be given the last rites immediately. It's a stiff from start to finish.

Quite who is to blame is unclear, as director Mike Hodges tried to have his name removed from the credits after the film was re-edited without his say-so. But unless he had different performances, different takes – and probably a different script – I can't see how his version could have been any better.

In fact the film has only one saving grace – Mickey Rourke, turning in a superb performance as an IRA man hiding out in London. He bungles a gangland assassination he's been forced to carry out when he's seen by a priest, but nipping into the church he tells all and hides behind the sanctity of the confessional.

There's a tear jerking sub-plot with Rourke falling for the priest's daughter who, just to pile on the pathos, happens to be blind. And there's Alan Bates in high- camp mode as an undertaker who uses his business as a front for criminal activities, and sports a nice line in sadistic sidekicks.

Somewhere beneath this adaptation of a Jack Higgins best-seller is an interesting story of morality and a man who wants to renounce violence. It's the sort of situation that Hitchcock handled so well, but under Mike Hodges' portentous direction it soon becomes melodramatically unconvincing, grinding on to an ending so wildly symbolic that even the blind girl could see through it.

From the gloom of the last rites to **Making Mr Right** (15), the month's most delightful film and winner of the Ward R Street seal of approval. But you may have to search hard to catch this little gem because it's only getting a limited release.

Make the effort for Mr Right though, because Susan **(Desperately Seeking Susan)** Seidelman has created a sci-fi story with a twist. It's fresh, sassy, so off-the-wall it's almost hyperactive - and if you don't fall in love with its android hero, Ulysses, you've got a heart of stone.

Or maybe a heart of pure science like the life-like droid's unemotional creator, Jeff Peters, who hasn't got the sense to fall for cute PR lady, Frankie Stone (played by the wonderful Ann Magnuson). She's been brought in to spruce up the android's public profile in a search for more government funding. But she takes humanisation too far and Ulysses falls in love with

continued ►

BIG Screen

her.

For a state-of-the-art research establishment, Chemtech's labs look decidedly bargain basement, just one step up from the sets in **Dr Who.** But this is not serious glitz and chrome sci-fi. The cardboard scenery seems to tell you not to take the science too serously but concentrate on the characters.

And what a wonderful bunch they are. Scatter-brained Frankie is breaking off an affair with an arrogant congressman while trying to plan for a nightmarish family wedding. Her best friend is hiding from her muscle-bound husband, star of a cheesy soap-opera, and actually 'makes' Mr Right before she realises his pulse is (im-)purely electronic.

Then there's John **(Empire of the Sun)** Malkovich as the child-like Ulysses, identical twin to his creator, Jeff, who makes Mr Spock look over-emotional. Confusion reigns as randy lab-technician Sandy, who pursues Jeff Like he's the last man on earth, ends up dating Ulysses – and soon discovers that he wasn't programmed with social graces when he squirts ketchup all over her new dress in a burger bar!

If this was a fair world, **Making Mr Right** would be on a wide release while this month's clunkers would be consigned to special fleapits reserved for bad movie masochists. But the world isn't fair so all I can do is implore you to search out **Mr Right** right now.

There's nothing four-square about **Five Corners** (15) either. It's a wonderfully eccentric study of life in New York's lower-middle class Bronx neighbourhood back in 1964, concentrating on a group of young people much in the way that **American Graffiti** did. But while that rock 'n' rollin' epic elevated one night into mythical proportions, **Five Corners** keeps its feet firmly in reality.

That's not to say that it isn't packed with quirky humour and odd events. Some, such as the dead penguin in the park, are explained. But there are other events, such as the teacher who is shot in the back by an arrow, which are never fully explained. It's that sort of a neighbourhood!

▲ *Ironweed: Heavy going.*

▲ *A Tiger's Tale: A paw show?*

The five corners centre on the return of Heinz, a neighbouring thug, just released from jail for the attempted rape of pet-shop assistant Linda. To her defence rushes James, who was left with a limp when he tried to rescue her all those years ago, and had to be saved himself by tough-guy Harry.

It's an explosive situation with Heinz, who's psychotic enough to think that Linda will want him back, after Harry's blood. But, in the words of Bob Dylan's song, 'The times, they are a changing,' and Harry has become deeply involved in America's growing civil rights movement and has pledged himself to non-violence.

▲ *Jane and the Lost City: Frilly frolics.*

Now add a couple of gum-chewing, glue-sniffing bimbettes and a pair of aimless, fun-loving teenage boys who get their kicks riding around on the tops of elevators. Stir in Harry's mother, who isn't too keen on her son going to get his head split open in a clash with Deep South racists. Finally enrol Detective 'Big Foot' Sullivan and Sergeant Mazola, who's always ready with an unlikely theory about the killings to solve it al.

Five Corners is far more than just a collection of wacky characters in search of a plot though. The film may appear free-wheeling, but its rambling events slowly pain an invigorating portrait this suburb of The Big Apple in '64.

If it's big acting you want, there's more than enough in **Ironweed** (15). It's the story of homeless, dispossessed drifters in the small American town of Albany in 1938. Nameless, faceless people – which makes it strange to cast Jack Nicholson, Tom Waits and Meryl Streep in the three central parts.

Nicholson is Phelan, an ex-baseball star down on his luck, his brain confused by drink and haunted by the ghosts of men he killed in the past. Streep is a once-beautiful singer who couldn't stand the pace and now, bedraggled and almost toothless, keeps up a love-hate relationship with Phelan. And Waites puts in a typically twisted cameo as a bum dying of cancer.

Next it's **A Tiger's Tale** (15), an odd-ball story set in Texas, which has animal-loving Bubber faling for his bratty girlfriend's mother, played by the amply-rounded Ann-Margret. He eventually moves in with the older woman and even becomes a father.

First time director Peter Douglas, Michael's brother, avoids the pitfall of producing a gross-out coming of age comedy or an imitation of **The Graduate,** but unluckily he's not sure-footed enough to find another direction. The tone is uncertain and interest runs out long before the final reel. A tiger or a dog? Woof-woof!

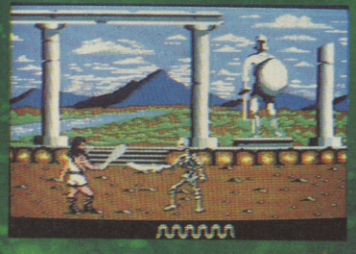
Woof-woof but not the worst. We'll save that for last. Don't be fooled into thinking that Jasper Carrott's presence in **Jane and the Lost City** (PG) makes this comic strip (with the emphasis on strip) frolic funny. I could go on at great length benoaning the waste of time, talent and money (about 24p by the look of it) but it's kinder to clam up now with this warning: avoid this plain Jane at all costs!

Warriors of the Past...
Warriors of the Future...

prepare for deadly combat

HERCULES
SLAYER OF THE DAMNED
ATARI ST £19.99 Disk
SPECTRUM 48/128K
£7.99 Cassette
SPECTRUM +3 £12.99 Disk
CBM 64/128
£9.99 Cassette – £14.99 Disk
AMSTRAD CPC
£9.99 Cassette – £14.99 Disk
MSX £7.99 Cassette

BLOOD BROTHERS
CBM 64/128
£9.99 Cassette – £14.99 Disk
AMSTRAD CPC
£9.99 Cassette – £14.99 Disk
SPECTRUM 48/128K
£7.99 Cassette
SPECTRUM +3 £12.99 Disk

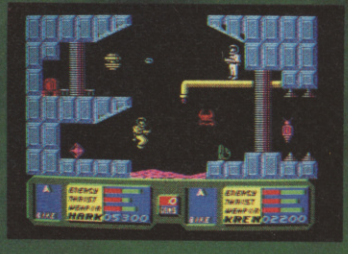


HERCULES –
SLAYER OF THE DAMNED

Son of the Gods, curse of his fellow men, Hercules is set 12 awesome tasks to exonerate the sin of murdering his children. Armed by his divine fathers he sets forth to face the hideous skeleton hordes and ultimately overcome the evil minotaur. To slay the damned is his only saviour in repenting his sins.

BLOOD BROTHERS

"Our blood is mixed,
We are as one,
Let no man or beast come between us,
And let nothing deter us from our aim,
To avenge the deaths of our parents,
And destroy the Scorpians,
DEATH TO THE SCORPIANS"



GREMLIN

Gremlin Graphics Software Ltd., Alpha House, 10 Carver Street, Sheffield S1 4FS. Tel: 0742 753423

FASTER...FURTHER...BETTER

You are competing against the world's greatest in *the* greatest and toughest series of winter sports yet devised. Seven events to test your skill and nerve to the utmost; each one with its own individual demands. Practice, patience and more practice are required to stand any chance of a medal. You *can* do it, you *will* do it! And what's more you'll have a great time trying!

Figure Skating – Precision and poise are essential in this most artistic of sports.

Cross Country Skiing – one of the stiffest tests of pure physical prowess ever devised. You will battle with time, terrain and winter itself. Here nothing is on your side save the occasional surge of gravity on a downhill section. Muster all the spirit and strength you can for this is the ultimate test of endurance!

Speed Skating – The fastest self propelled sport on earth. A test of strength and rhythm where speeds of 30 mph are reached in the quest for gold.

All screen shots from the Commodore 64 version.

Available for:

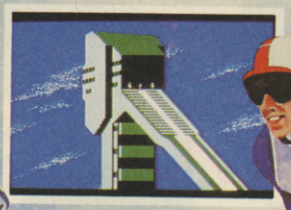
Amstrad CPC Cassette & Disk
Atari ST Disk
CBM 64/128 Cassette & Disk
MSX 64 Cassette
Spectrum 48/128K, + 2 Cassette
Spectrum + 3 Disk

© 1988 Epyx Inc. All rights reserved.
Epyx is a Registered Trademark No. 1195270.

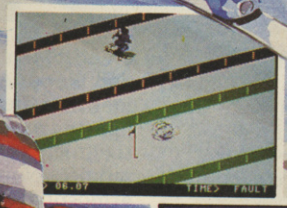
Manufactured and distributed under licence from Epyx Inc. by US Gold Limited, 2/3 Holford Way, Holford, Birmingham, B6 7AX.

EPYX®

TM

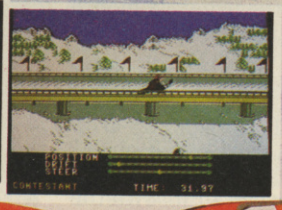


Ski Jumping – Daredevil bravery, nerves of steel and total control are compulsory in this thrilling and most dangerous sport where both distance and style count towards your score.



Slalom – Speed, control and split second timing makes the Slalom the most difficult of all skiing events. Choose from different courses varying in their difficulty.

Downhill Skiing – A free fall in white. Using gravity as your power source and your poles for balance, you'll attain speeds of 70 mph as you hurtle towards gold and a place in the record books!



Luge – Daring; a touch of winter madness! Lying prone, feet first on a sled technologically designed to assault time you'll use every muscle in your body to make the most of each straight and curve on a choice of courses.

Gore

Welcome to the gore zone, a totally tasteless offering of decaying corpses, nightmarish visions and blood and guts. Yes, *C+VG* delves into the world of horror film special effects and shows just how it's done. Let the screaming commence...

Just how do you rip someone's head off without it hurting? Tricky, eh? And have you ever wondered how movie monsters are made so terrifyingly real?

▲ *Hellraiser: Skin problems.*

The answer is special effects, a highly-skilled factor in the film-maker's art.

The most beautiful moron can be turned into a movie star but you need to be extra talented to work on special effects.

If you don't have a natural gift for inventing the unusual or bizarre, you may as well forget about applying for a job with such teams as MMI and George Lucas' Industrial light and Magic in the United states, or Bob Keen's Image Animation in Britain.

They're always on the lookout for recruits, fresh from design college or even school, but if you can only show them your impression of a vampire or an improvement on a standard werewolf's head, take this advice. Become an actor.

Even if you've got the talent and you're accepted, there's the usual six month apprenticeship. Not only do you have to learn by watching the experts doing the job, rather than going to a formal college or (l)earning through work experience, but you also have to prove that you can fit in with the members of a project team without demanding unnecessary extra attention from your supervisors.

These special effects teams can be made up of dozens of people. Take Clive Barker's *Hellraiser*, for instance. Bob Keen was responsible for the special make-up effects but, during the most fretful parts of the production schedule, 35 people, many of them freelancers, took part in creating monsters, bodies and blood. And that's not to mention the teams of lighting and sound technicians who created the movie's claustrophobic atmosphere.

MAKE-UP AND OPTICALS

There are two types of special effect – known as SFX – make-up and optical. Make-up effects are executed during the movies' production schedule – which can be anything from two to 12 weeks, depending on the budget. They account for the way in which the monster actors look with the rubberised art of prosthetics, for the props, explosions, and pieces of scenery. If it's not human, and it moves live in front of the camera, the make-up effects department probably have a hand, or two, in it.

Optical effects are usually added to the film during the post production, pre-editing period. They include computer generated animation, glows, lightning and dozens of other stunners which are added electronically to the picture.

Often opticals will enhance the effect of make-up as in the case of the demon effects in Steven Spielberg's *Poltergiest.* The demon head, which blasted out of the doorway after the late Heather O'Rourke was rescued from limbo, was a combination of an animated model – animaltronics – and tints added by optical processes.

▲ *Vengence: A full body suit.*

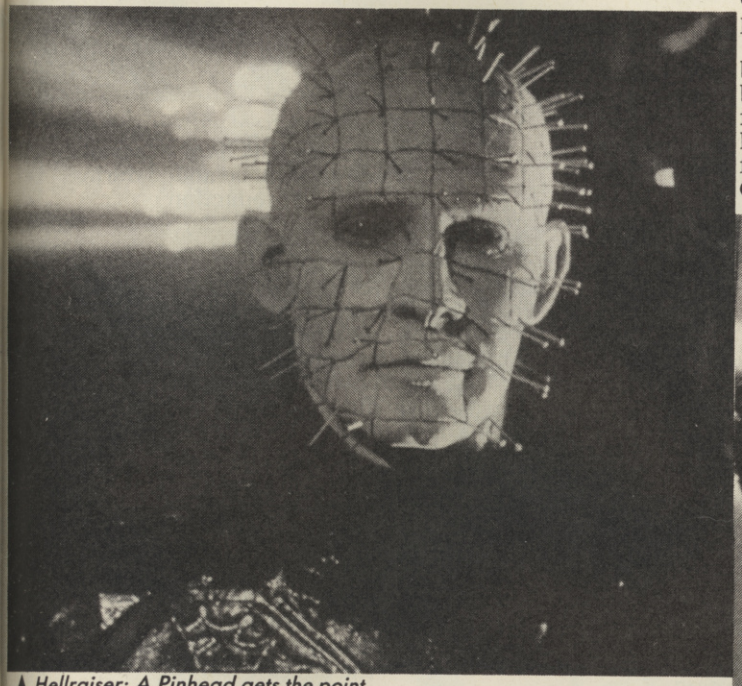
PRE-PRODUCTION

Before any effects' work is done, however, the director and producers meet with a designer who turns the script's major scenes into visual story boards. The

boards show production staff how the settings and special effects should look at the cinema screen.

The SFX supervisors then study the script and the SFX supervisor shows the final sketches to the film's director.

Most directors leave all design considerations to the experts but, in some cases,



▲ *Hellraiser: A Pinhead gets the point.*

drawings to see if the work their team are being asked to do is possible and, if so, give guidance on how certain effects should be achieved while staying within budget. Most horror movies have low budget – again take *Hellraiser* or Frank Hennenlotter's *Brian Damage,* both of which had only a few million to spend on production.

MAKE-UP

Despite the graphic detail on the story boards the make-up effects team still has to create the creature which will terrorise the human stars. All members of the team have an opportunity to input during the design process before they may have strong ideas on how all aspects of the movie should look. Ken Russell is such a director. The make-up effects in *Gothic,* for instance, were heavily influenced by his sensual filmic style and his new films, versions of Bram Stoker's *Dracula* and *Lair Of The White Worm,* all have Russell's style stamped on their SFX.

Once the drawings are approved, or altered, the SFX team starts to translate design into practice. Most horror film effects involve the art of Prosthics, through which the human body can be distorted and fantastic creatures from beyond the grave brought into the reality of a movie lot at Pinewood or a studio in Los Angeles.

The Prosthetic process is very uncomfortable for the poor actors who have to go through it. They not only have to endure long early morning hours in the make-up chair while the appliances are fitted but also have to take a hellish part in their design.

Prosthetic appliances are made from thin, flexible, latex-based, rubber which, unfortunately, tears easily, and can be worn only a few times. For that reason a plaster origination cast is made so that several copies of the appliance can be produced.

The cast is usually formed by using an actor's body because the appliance must fit snugly. If the actors are lucky they'll only be needed for their hands, legs or faces. Others are less fortunate, tall and the giant demon had to be moulded to his body contours.

The body cast is only the first step in the Prosthetics process. The SFX artist then creates a model of the arm, leg, or body from the actor's cast and remodels the body, using a flexible clay-like material, while still keeping to the actor's measurements. A cast is then made of the model and filled with the pink liquid rubber solution which is used to create the altered body appliance.

When the appliance is ready it's painted for skin tone and the artist adds any extra texture, such as the pins in *Hellraiser's* Pinhead Cenobite and Rick Baker's toothy creation for An *American Werewolf In London.* It's then fitted to the actor by the film's on-set make-up staff who must

▲ *Werewolf: A few shaving nicks?*

especially if they're appearing in films such as *Hellraiser* or *Vengence: The Legend Of Pumpkinhead;* which has just been released in the USA, where the monsters are naked and full-body suits are required. Only full immersion, baptism in plaster, makes it possible to create a body suit base for an actor. In *Pumpkinhead,* for instance, the creature actor was more than six feet make sure that the rubber blends in with the rest of the actor's body. The face is the most awkward area to fit because rubber has to be attached to the eyelids and the contours of the nose.

The gore-appliers must also be careful where they splatter blood or pus. Some directors will have fits during the rush viewings of

continued on page 94 ▶

the day's scenes if blood on the left side of a face suddenly vanishes and appears on the other side. The continuity staff are there to ensure that this sort of catastrophe doesn't happen.

LIMBS

The ability to rip limbs from a human body is a precise science, practiced with relish by FX artists.

Arms, legs and heads must look life like and are created in the same way as hollowed body appliances. They may be fitted with explosive squibs if they're meant to explode, be wired to an actor's body if they're to be pulled off, or packed with rubber intestines which are fired or drawn out during mutilation scene.

In the splatter film genre, and in some modern mainstream crime thrillers, human intenstines are often moulded in plastic and hollowed out. They are packed, with squibs, into a breast plate which the actor wears under his clothing. Fluid sacks are attached to a hand pump which is concealed behind the actor, off camera.

When the squibs are exploded, tearing the clothes and releasing the intestines, the hand pump is squeezed and gore squirts or oozes from the wound.

If a director requires more mutilation than the surface effects on an actor's body a prosthetic limb can be substituted in close up and detonated with a squib. During the process a high speed camera is used so that, on normal speed playback, the explosion is shown at a slower speed and its effect looks more horrific.

STOP MOTION

Some effects sequences make the use of human actors or ordinary Prosthetic appliances, in front of a normal speed camera, impractical. On these occasions the make-up effects team co-operates with the studio's stop-motion department.

Stop motion photography, developed by SFX pioneers such as Ray Harryhausen in the *Sinbad* movies of the 1960s, takes its principles from the art of cartoon film making. The special camera can be set to run at a variety of speeds, including one frame for each press of a trigger by the operator.

The make-up FX team builds the model limb, spacecraft or creature to be animated by producing a wire frame model of the subject and surrounding it with the Prosthetic rubber skin for its body. The limbs of the body can then be bent into various shapes.

Alternatively, the animation subject may be an ear or the nails of a hand which have to seem to grow quickly. These are made out of mouldable clay so that they can be stretched as well as bent around the wire base.

The subject is placed in front of the camera, a few frames are shot and the subject is moved slightly – fingers bent, ears waggled – before a few more frames are taken. The result is a film sequence in which the subject appears to be moving or mutating of its own accord.

▲ *Hellraiser: Beauty is only skin deep.*

▲ *Brain Damage: Spot the brain cell.*

Stop motion sequences are cut into the movie in various ways. If the sequence is in close-up the director usually inter-cuts it with shots of live actors to make the scene seem more real. If, however, the animated subject is a scale model which must be seen against a live background together with real actors an optical technique, called blue screening, is used.

The model to be animated is shot against a blue which is invisible to the camera which has been told to ignore that key colour. The actors, meanwhile, film their scene in the live set, reacting to the animated monster which they cannot see and will be added during the post production process.

▲ *Hellraiser: Monster – man or mode*

DEVELOPMENTS

Most special effects work, particularly of the optical variety, are filmed partly on set and partly during post production. Recently, however, several US directors, including Stan Winston in *Pumpkinhead* and Gary Sherman in *Poltergeist III*, have produced the whole SFX package live on set. These movies are more expensive to make than those using scale models and post production film tinting processes, but during the live FX shooting the director can see immediately if the effects required are working.

So, why do directors really prefer all effects, including lightning and flood, on set? The reason becomes obvious if you study and compare any old horror movie in which post production effects were used, with a new film such as *Poltergeist III*. If you look carefully at some of the sequences in say. Larry Cohen's Q, you'll be able to see the fracture in the film where model effects were added. Study *Poltergeist III*, however, look for the splits and you won't discover any.

The future can only be bigger and better. Who knows what the world of special make-up effects will release into our world.

NORTH STAR™

Alone it stands, majestic and proud... the final hope to Earth's savagery and overpopulation... North Star, a glorious space station orbiting serene tranquility, too much tranquility... preparations should be underway for the final evacuation. Communications are dead, scientists cannot be raised... a dreadful gloom overtakes the population... has their last hope gone?

Only one can find out, only one has the necessary powers. That one is you... a unique leing on a mission to rescue a unique project.

Spectrum 48K £7.99 Cassette
Amstrad £9.99 Cassette £14.99 Disk
Atari ST £19.99 Disk
CBM 64/128
£9.99 Cassette £14.99 Disk

Screenshots from Amstrad version.

"FROM OUT OF THIS WORLD... ...TO THE FIGHT FOR THIS WORLD!"

Screenshots from CBM64/128 version

VENOM™ STRIKES BACK

Incoming message on MASK computer – *"We have kidnapped SCOTT TRAKKER and are holding him on the moon. Unless you surrender the entire MASK forces to VENOM you will never see him again."* Signed Miles Mayhem.

Matt is faced with a terrible dilema. To agree to VENOM's demands would give them total control over the Peaceful Nations Alliance, but to ignore their demands would surely mean Scotts life.

Can you as Matt Trakker rescue Scott and return him safely to Earth?

Spectrum 48K £7.99 Cassette
CBM 64/128
£9.99 Cassette £14.99 Disk
Amstrad £9.99 Cassette £14.99 Disk
MSX £7.99 Cassette

MASK™ AND THE ASSOCIATED TRADE MARK ARE THE PROPERTY OF KENNER PARKER TOYS, INC. (KPT) 1987

GREMLIN

WORLDS APART FROM OTHER SOFTWARE!

Gremlin Graphics Software Limited, Alpha House, 10 Carver Street, Sheffield S1 4FS. Telephone (0742) 753423

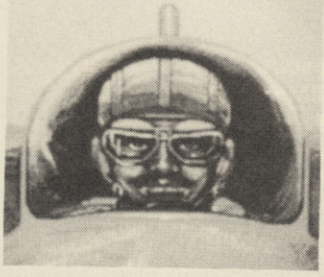
Tally-ho Competition!

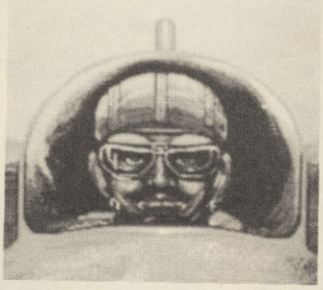
Who is this magnificent man in his flying machine? Well, it's Reckless Roger, the high-flying ace from Activision's *Gee Bee Air Rally*, which recreates the good old days of American plane races. It's vintage stuff.

And thanks to Activision we've got our grubby mits on some tasty prizes to give away. No, it's not the plane! In fact we've got five leather flying jackets up for grabs. Win one and you'll be cool staying warm.

So what do you have to do. Well, we want you to make up a funny caption – in not more than 30 words – for our Reckless Roger photograph.

Send it altogether with the printed coupon to *Gee Bee Air Rally Competition, Computer + Video Games*, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is June 16th.





GEE BEE AIR RALLY

NAME.....AGE.....

ADDRESS.....

.....

.....

CAPTION.....

.....

.....

.....

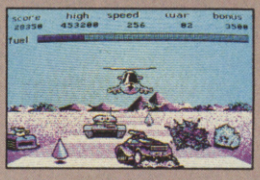
Fire & Forget

The future is in your hands. Fire & Forget, never look back.

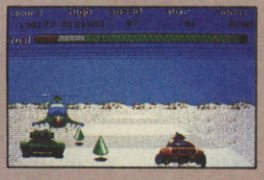
You are our only chance !

Amiga version

PS, PC, XT, AT version



Atari ST version



TOP SECRET

Coming soon for Spectrum 48/128, C64/128 and Amstrad CPC

TITUS

Unit 4 Stannets
Laindon North Trade Centre
BASILDON ESSEX SS 15 6DJ
☎ (0268) 541126

BOOTS VIDEO *Competition*

Meet a new video star who will soon become a very familiar face to all those who buy their games from Boots. This slick trick of computer wizardry will be "hosting" the new in-store videos advertising the latest games.

This is no Max Headroom who we all know is just an actor with a false head combined with clever camera tricks. Forget plastic Max. This is the real thing. Or rather it isn't.

This character – who hasn't got a name yet – was created by a £200,000 Symbolics Colour Graphics System which, according to the experts, is the "sexiest machine in town" at the moment.

But he won't remain so for very because we want YOU to come up with a brilliant and appropriate name for him and a chance to win an Atari ST.

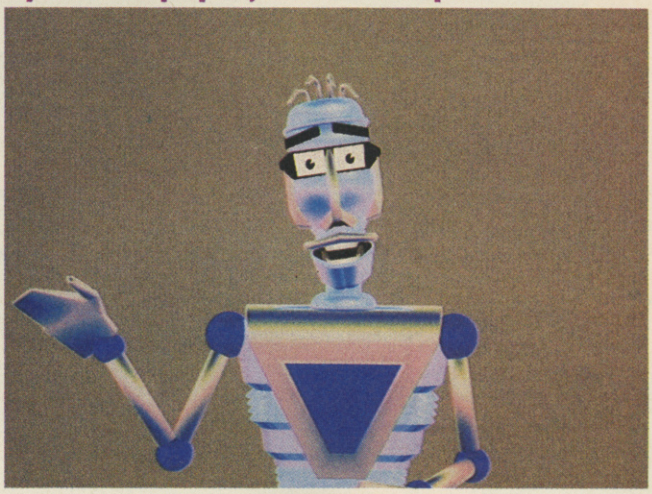
And the next 500 entries will get a booklet of Boots' Action Pack Coupons. Each of the ten vouchers will give a £2 discount on Boots Software priced at £5.95 or more.

Mr Boots – that's what we'll call him for the moment – is the brainchild of the two men behind the Boot Promotional videos, Peter Reynolds and Peter Rushton. They started producing the videos back in August 1985. The new format, which should be in the stores now, will set new standards.

After discussions about what Mr Boots should look like Peter Rushton created the visual image and colour artwork.

Peter Reynolds had seen the Symbolics system being demonstrated and the decision was taken to use it to create and animate Mr Boots.

The figure of Mr Boots was broken down into individual structures and sub-structures. For instance, his head consists of spectacles, face, forehead, hat nose, eyebrows, ears and jaws etc. Some of these features also have sub-parts. The eyes have pupils, as an example.



Each part and its relationship to other individual parts is programmed into computer. This process takes several days. When complete, the figure can perform certain movements. These movements are then filmed and then edited into various sequences.

But back to the problem of finding a name for Mr Boots. What we want you to do is make up a good name for him. The winner will get – thanks to Boots – an Atari ST plus Mirrorsoft's Art Director which will enable you to create your own animated figures.

Also answer the following question. What is the Robot's favourite number? You'll find the answer by watching the video.

Send your names to BOOTS Video Competition, *Computer + Video Games*, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date for entries will be June 30th.

BOOTS VIDEO COMPETITION

Name.....Age.....

Address.....

.....

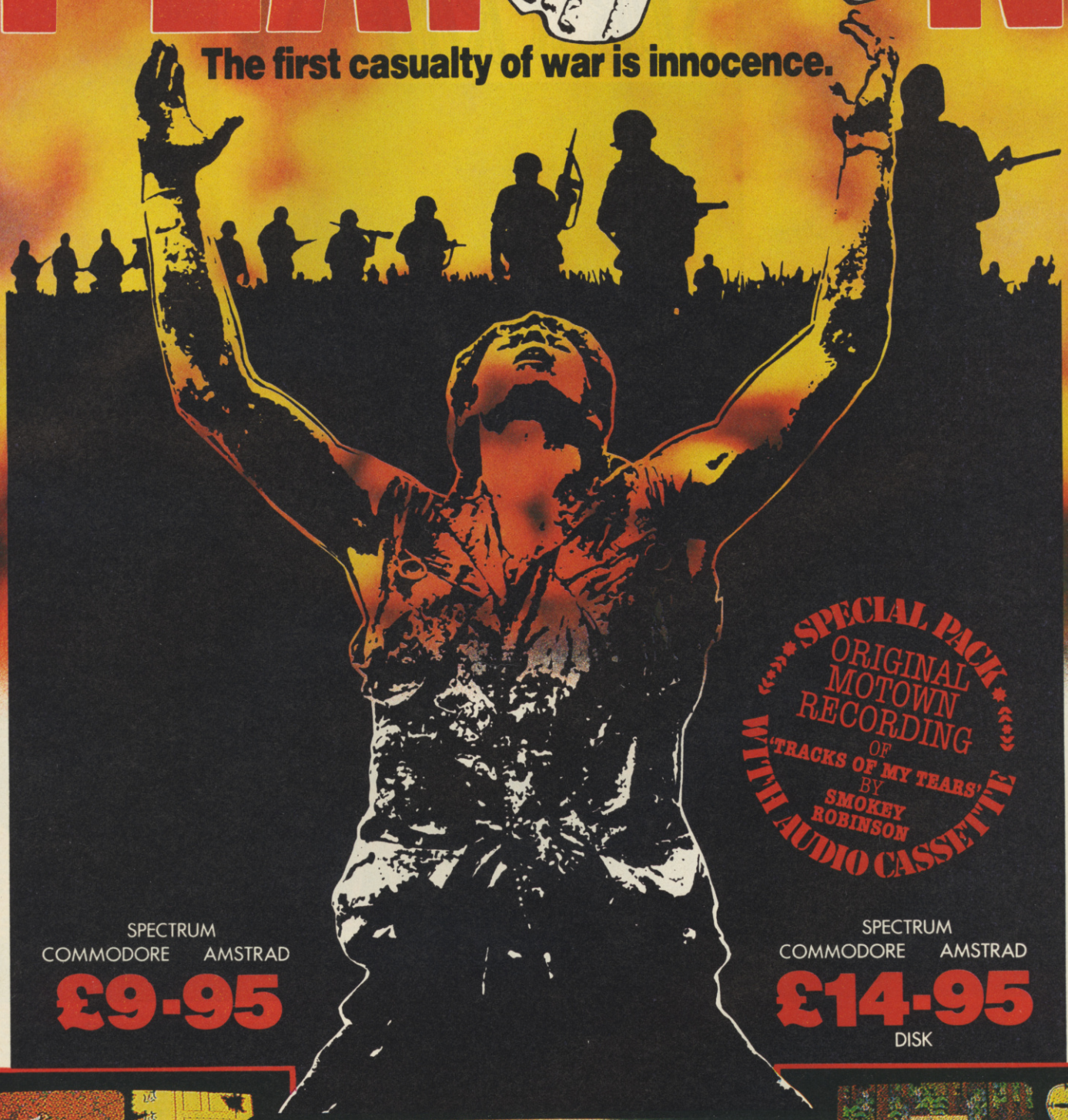
.....

Suggested name.....

Favourite Number.....

PLATOON

The first casualty of war is innocence.



SPECIAL PACK
ORIGINAL MOTOWN RECORDING OF 'TRACKS OF MY TEARS' BY SMOKEY ROBINSON
WITH AUDIO CASSETTE

SPECTRUM
COMMODORE AMSTRAD
£9-95

SPECTRUM
COMMODORE AMSTRAD
£14-95
DISK

ocean

1986 Hemdale Film Corporation.
All Rights Reserved.

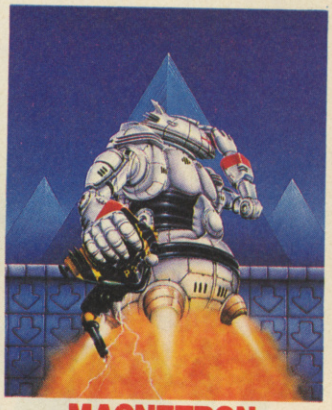
A computer product from Ocean. ®

Ocean Software Limited · Ocean House · 6 Central Street · Manchester · M2 5NS · Telephone 061 832 6633 · Telex 669977 Oceans G

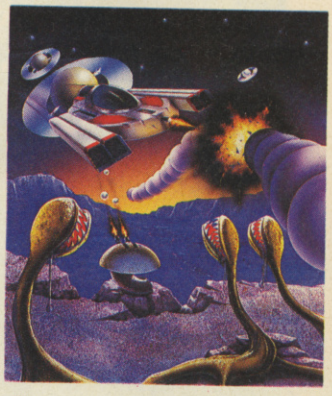
FREE FIREBIRD GAMES FOR C+VG SUBSCRIBERS

WORTH UP TO £8.95

Warning! To read any further is to invite the future to erupt through your letterbox, pulverise your senses, unveil untold pleasures and torment your emotions. All that and a FREE game!
So if you want tomorow today and delivered right to your home each and every month, you dare not miss the Computer + Video Games Subscriptions offer.
And if you take out a year's subscription right now you'll get a sensational free Firebird game, just make your choice from the selection below.
IO. (Commodore 64). This is a mega wham bam boom shoot 'em up with really tasty graphics.
Crosswize (Spectrum). It's mash the monster time as the aliens come at you thick and fast.
Magnetron (Commodore 64 and Spectrum). Steve Turner's new game. You control an engineering droid called KLP2 on a mission to deactivate reactors powering a deadly weapon. Lot's of hack and attack.
Samurai Warrior (Commodore 64). Meet the funny bunny with deadly martial arts skills. Hare-raising fun!
Just fill in the coupon below to get your subscription to the world's best computer games mag and your sensational FREE game.



MAGNETRON



io

SUMARAI WARRIOR

CROSSWIZE

COMPUTER +VIDEO GAMES

My choice of FREE Firebird game is: (one game only per subscription)

- ☐ SC/10 10 (Commodore 64).
- ☐ SC/11 Crosswize (Spectrum).
- ☐ SC/12 Magnetron (C64/Spectrum). Please specify which machine.
- ☐ SC/13 Sumarai Warrior (Commodore 64).

Your free game will be sent under separate cover please allow 28 days.

Please start my subscription from the .....issue.

Tick appropriate box:

- ☐ One year U.K. & Eire £17.99.
- ☐ One year Europe £27.99. Rest of World (Surface Mail) £37.00.
- ☐ One year Rest of World £65.00. (Air Mail).

I enclose my cheque/postal order payable to: COMPUTER + VIDEO GAMES for £.....

Please debit my Access/Visa Account.

Amount £..... Expiry Date.....

Card Number.....

Name.....

Address.....

.....

Signed.....

Return to COMPUTER+VIDEO GAMES SUB OFFER, Subscriptions Department, PO Box 500, Leicester LE99 0AA.
Or ring our special 24-hr Orderline Service and quote your credit card number.
Tel: 0858 410888.
ENQUIRIES: 0733 555161.

NEW LOW PRICE ST!

ST PRICE INCREASE

Due to a worldwide shortage of memory chips, prices of many computers have gone up. From April 1988, the Atari ST range is also likely to be affected. For details of any price increase, please return the coupon below for our latest literature.

ONLY FROM SILICA

Finally, there's a personal computer that not only solves problems like other computers, but also solves the one problem that other computers have created. Affordability. Silica Shop are pleased to present the ST range of personal/business computers from Atari. The ST was designed utilizing the most recent breakthroughs in semiconductor technology, producing a personal computer that performs tasks with fewer parts. Which means it costs less to make. And less to buy. The latest ST computers now include built in power supplies and built in disk drives. The TOS operating system and GEM window environment are now on ROM chips which are already installed in the ST keyboard. This enables automatic instant booting when you switch on. Silica Shop are pleased to offer the complete Atari ST range. Our mail order department is situated in Sidcup and we have 3 retail outlets at Sidcup, Lion House (Tottenham Court Rd) and Selfridges (Oxford Street). We have eight years experience of Atari products, longer than any other UK company, and are well established as the UK's No.1 Atari specialist. With a group turnover of over £9 million and in excess of 80 staff, we offer you unbeatable service and support. We provide several facilities which you will find invaluable during your Atari computing life and most of these facilities are available **ONLY FROM SILICA**. We suggest that you read through what we have to offer, before you decide where to purchase your Atari ST.

FREE STARTER KIT - Only From Silica

When you purchase any Atari ST keyboard, you will not only receive the best value for money computer on the market, but you will also receive the following from Atari Corporation as part of the package:

** BASIC Language Disk * BASIC Manual * ST Owners Manual * TOS/GEM on ROM*

If you buy your ST from Silica Shop, you will also receive:

** NEOchrome Sampler - colour graphics program * 1st Word - Word Processor*

In addition, we at Silica would like to see you get off to a flying start with your new computer, so we have put together a special **ST STARTER KIT** worth over £100, which we are giving away **FREE OF CHARGE** with every ST computer purchased at our normal retail prices. This kit is available **ONLY FROM SILICA** and is aimed at providing users with a valuable introduction to the world of computing. We are continually upgrading the ST Starter Kit, which contains public domain and other licensed software, as well as books, magazines and accessories all relevant to ST computing. Return the coupon below for full details.

DEDICATED SERVICING - Only From Silica

At Silica Shop, we have a dedicated service department of seven full time Atari trained technical staff. This team is totally dedicated to servicing Atari computer products. Their accumulated knowledge, skill and experience makes them second to none in their field. You can be sure that any work carried out by them is of the highest standard. A standard of servicing which we believe you will find **ONLY FROM SILICA**. In addition to providing full servicing facilities for Atari ST computers (both in and out of warranty), our team is also able to offer memory and modulator upgrades to ST computers.

1Mb RAM UPGRADE: Our upgrade on the standard 'Atari 520ST-M or 520ST-FM keyboard will increase the memory from 512K to a massive 1024K. It has a full 1 year warranty and is available from Silica at an additional retail price of only £86.96 (+VAT = £100).

TV MODULATOR UPGRADE: Silica can upgrade the 1040ST-F to include a TV modulator so that you can then use it with your TV set. This is an internal upgrade and does not involve any untidy external boxes. A cable to connect your ST to any domestic TV is included in the price of the upgrade which is only £49 (inc VAT). The upgrade is also available for early 520ST computers at the same price.

THE FULL STOCK RANGE - Only From Silica

We aim to keep stocks of all Atari related products and our warehouse carries a stock of over £½ million. We import many software titles direct from the USA and you will find that we have new releases in advance of many of our competitors. Unlike dealers who may only stock selected titles, we have the full range. In addition, we carry a complete line of all books which have been written about the Atari ST. A range as wide as ours is something you will find is available **ONLY FROM SILICA.**

AFTER SALES SUPPORT - Only From Silica

Rest assured that when you buy your ST from Silica Shop, you will be fully supported. Our free mailings give news of releases and developments. This will help to keep you up to date with new software releases as well as what's happening in the Atari market. And in addition, our sales staff are at the end of a telephone line to service all of your Atari requirements. If you purchase an ST from Silica and would like any technical advice, we have a full time technical support team to help you get the best from your computer. Because we have both the staff and the systems specifically dedicated to providing after sales service on Atari ST computers, we are confident that our users enjoy an exceptionally high level of support. This can be received **ONLY FROM SILICA.**

FREE CATALOGUES - Only From Silica

At Silica Shop, we recognise that serious users require an in-depth information service, which is why we mail free newsletters and price lists to our ST owners. These are up to 48 pages long and are crammed with technical details as well as special offers and product descriptions. If you have already purchased an ST and would like to have your name added to our mailing list, please complete the coupon & return it to us. This information service is available **ONLY FROM SILICA.**

FREE OVERNIGHT DELIVERY - From Silica

Most orders are processed through our computer within 24 hours of receiving them. Most hardware orders are sent by the overnight GROUP 4 courier service FREE OF CHARGE to customers within the UK. This method helps to ensure minimum delay and maximum protection.

PRICE MATCH - Only From Silica

We hope that the combination of our low prices, FREE UK delivery service, FREE Starter Kit and FREE after sales support, will be enough to make you buy your Atari equipment from Silica Shop. If however, there is something you wish to purchase, and you find one of our competitors offering it at a lower price, then please contact our sales department, providing us with our competitor's name, address and telephone number. If our competitor has the goods in stock, we will normally match the offer (on a 'same product - same price' basis) and still provide you with our normal free delivery. We realise that we are not the only company who will match a competitor's price. However, if you come to us for a price match, you will also be entitled to our after sales service, including free newsletters and technical support. This makes our price match promise rather special, something you will receive **ONLY FROM SILICA**. We don't want you to go anywhere else for your Atari products. So shop at Silica, the UK's No1 Atari Specialist.

SIDCUP (& Mail Order) **01-309 1111**
1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX

LONDON **01-580 4839**
Lion House (1st floor), 227 Tottenham Court Rd, London, W1P OHX

LONDON ..... **01-629 1234 ext 3914**
Selfridges (1st floor), Oxford Street, London, W1A 1AB

£260 +VAT=£299

SO MUCH FOR SO LITTLE!

There is nothing that can compare with the incredible value for money offered by Atari's 520ST-FM. For only £260 (+VAT=£299), you can purchase a powerful 512K RAM computer, with a 95 key keyboard (including numeric keypad), MIDI interface, GEM, a palette of 512 colours, mouse controller, and a 512K built-in disk drive. The 520ST-FM has a TV modulator built-in, and comes with a lead to allow you to plug it straight into any domestic colour television set. The mains transformer is also built-in to the keyboard, so there are no messy external boxes. You couldn't wish for a more compact, powerful and stylish unit. Atari ST computers are now firmly established in the UK, there are nearly 500 software titles already available for a wide variety of applications and the list is growing all the time. And that's not all. When you buy your new 520ST-FM (or any Atari ST computer) from Silica Shop, you will get a lot more, including a FREE Silica ST Starter Kit worth over £100. Read the ONLY FROM SILICA section on the left, to see why you should buy your new high power, low price 520ST-FM from Silica Shop, the UK's No1 Atari Specialists. For further details of the range of Atari ST computers and the FREE Silica ST Starter Kit, complete and return the reply coupon below.

ATARI 520ST-FM NOW ONLY £260 (+VAT=£299)

520ST-FM with 512K RAM & mono monitor £399 (inc VAT) **Upgrade from 512K RAM to 1024K RAM £100** (inc VAT)

ATARI 1040ST-F - NEW PRICE

We are pleased to announce a new reduced price point on the 1040ST-F which is now available for only £499 (inc VAT). The 1040 is a powerful computer with 1Mb of RAM and also includes a built-in 1Mb double sided 3½" disk drive. The 1040 has been designed for use on business and professional applications most of which require a high resolution monochrome or colour monitor. It does not therefore have an RF modulator for use with a domestic TV set. Modulators can be fitted for £49 (inc VAT).

1040ST-F Keyboard Without Monitor ..... £499 (inc VAT)
1040ST-F Keyboard + High Res SM125 Mono Monitor ..... £599 (inc VAT)

If you would like further details of the 1040ST-F, return the coupon below.

MEGA ST's NOW IN STOCK

For the user who requires even more RAM than the 520 or 1040 ST's offer, the new MEGA ST computers are now available. There are two MEGA ST's, one with 2Mb of RAM and the other with a massive 4Mb. Both new computers are fully compatible with existing ST's and run currently available ST software. The MEGA ST's are styled as an expandable Central Processing Unit with open architecture and a detachable keyboard. They are supplied with GEM, a free mouse controller and all extras as with the 520 or 1040. Prices are as follows:

MEGA ST 2Mb Keyboard + CPU ..... £899 (inc VAT)
MEGA ST 2Mb Keyboard + CPU + SM125 Mono Monitor ..... £999 (inc VAT)
MEGA ST 4Mb Keyboard + CPU ..... £1199 (inc VAT)
MEGA ST 4Mb Keyboard + CPU + SM125 Mono Monitor ..... £1299 (inc VAT)

If you would like further details of the MEGA ST's, return the coupon below.

ATARI ST

To: Sillica Shop Ltd, C+VG0688, 1-4 The Mews, Hatherley Road, Sidcup, Kent DA14 4DX

PLEASE SEND ME FREE LITERATURE ON THE ATARI ST

Mr/Mrs/Ms: ..... **Initials:** ..... **Surname:** .....

Address: .....

.....

.....

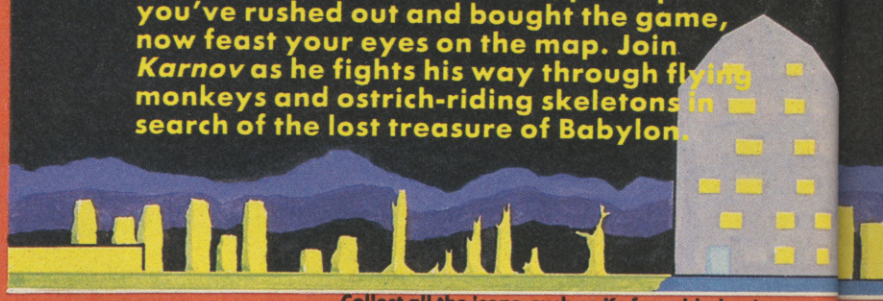
..... **Postcode:** .....

Do you already own a computer If so, which one do you own? .....

KARNOV

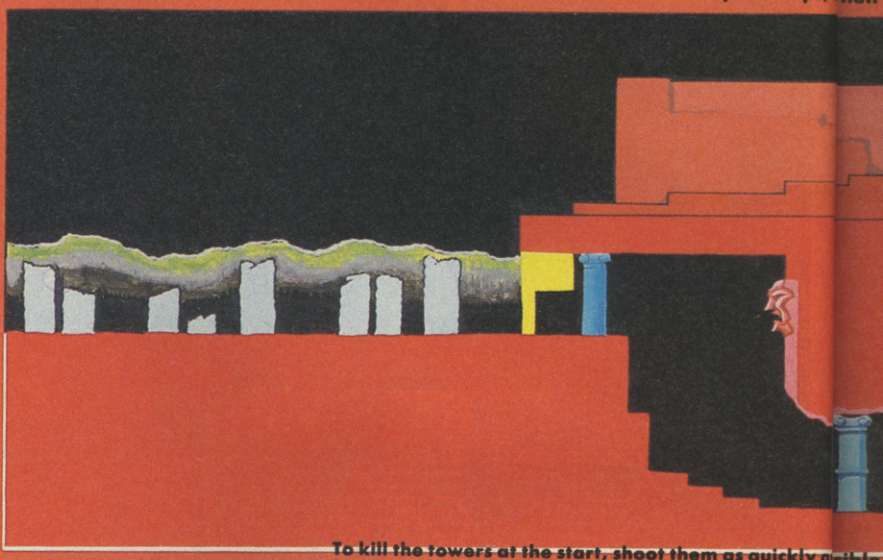
Playmates

You've read the rave review, perhaps you've rushed out and bought the game, now feast your eyes on the map. Join *Karnov* as he fights his way through flying monkeys and ostrich-riding skeletons in search of the lost treasure of Babylon.



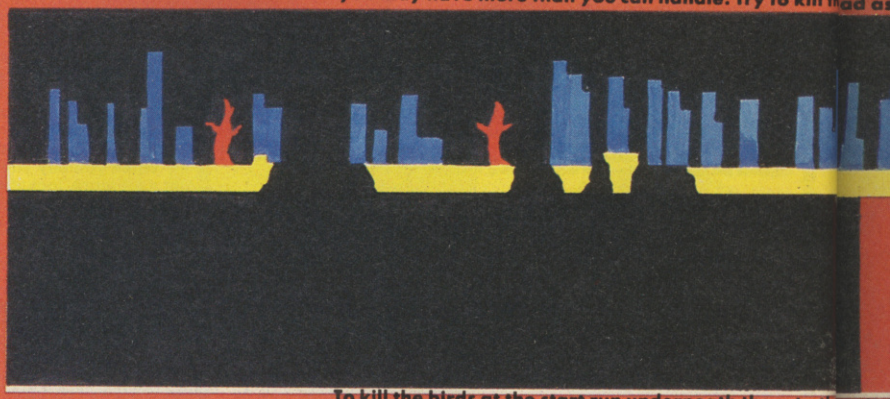
LEVEL ONE

Collect all the icons, such as Ks for added points, as y alo
Most useful is perhaps the ladder, which you will nee ollec
some of the icons that float in the air, as well as tackle of
more difficult obstacles. Take the route up the steps, then



LEVEL TWO

To kill the towers at the start, shoot them as quickly a sible
knocking out the bottom blocks from under them so the con
shorter. Double or triple firepower is better than any , but
careful to take each one out before you scroll any fur n, o
you may have have more than you can handle. Try to kill th ad as

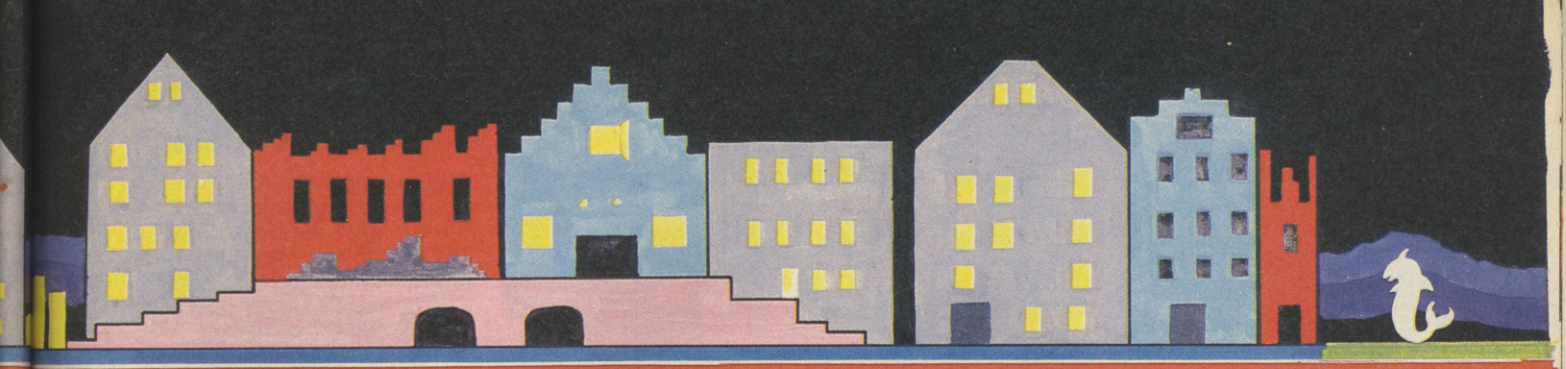


LEVEL THREE

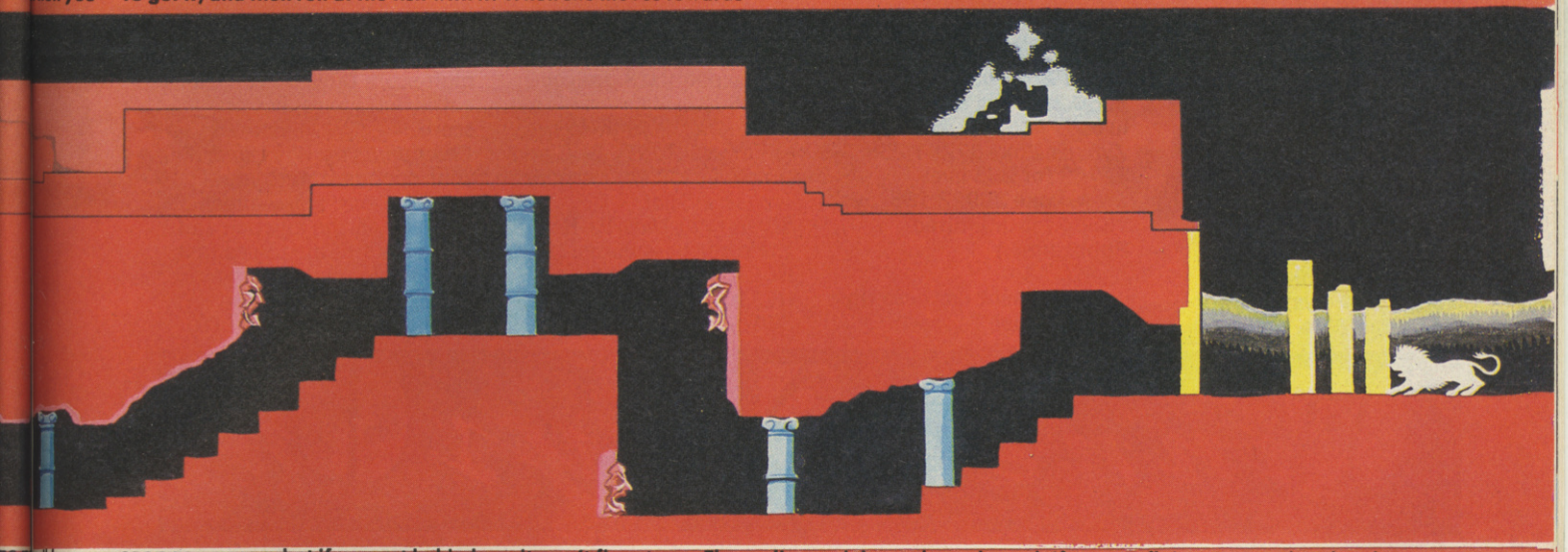
To kill the birds at the start run underneath them to th , fir
as you go. Climb up the tree still shooting, and you sh be ab
to get them all. Jump by the tree and an icon should ap in fr
of you. Jump onto it, then fall off the ledge, run left a the o

LEVEL FOUR

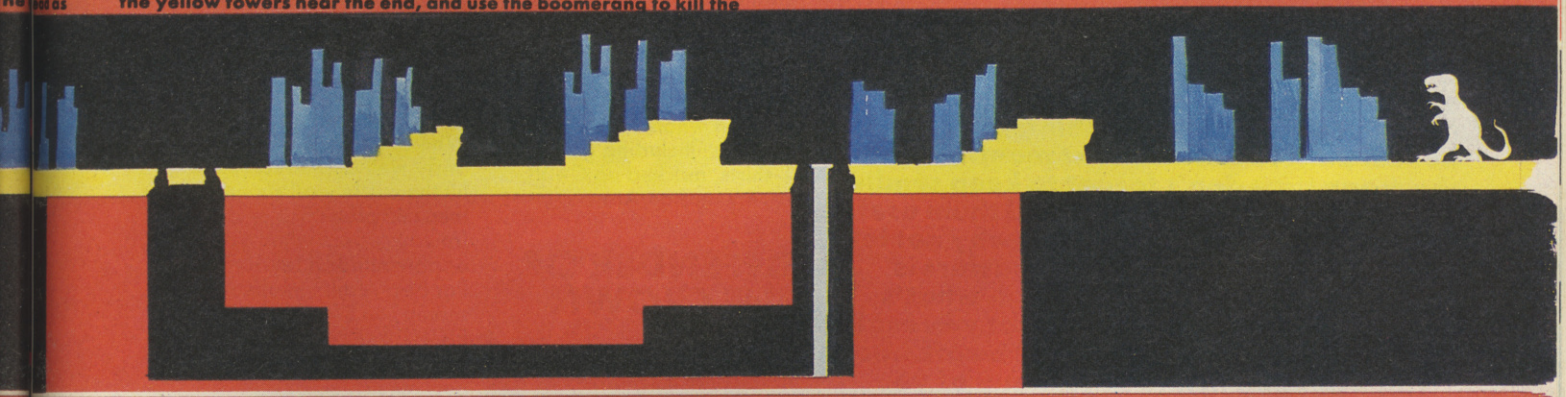
Just before the volcanoes climb the ladder to collect th ating
icons. The volcanoes themselves are dead tough, and ake
excellent timing. You can bomb them, and they flash ust
before exploding, so you can time it. Fire at the lava as th



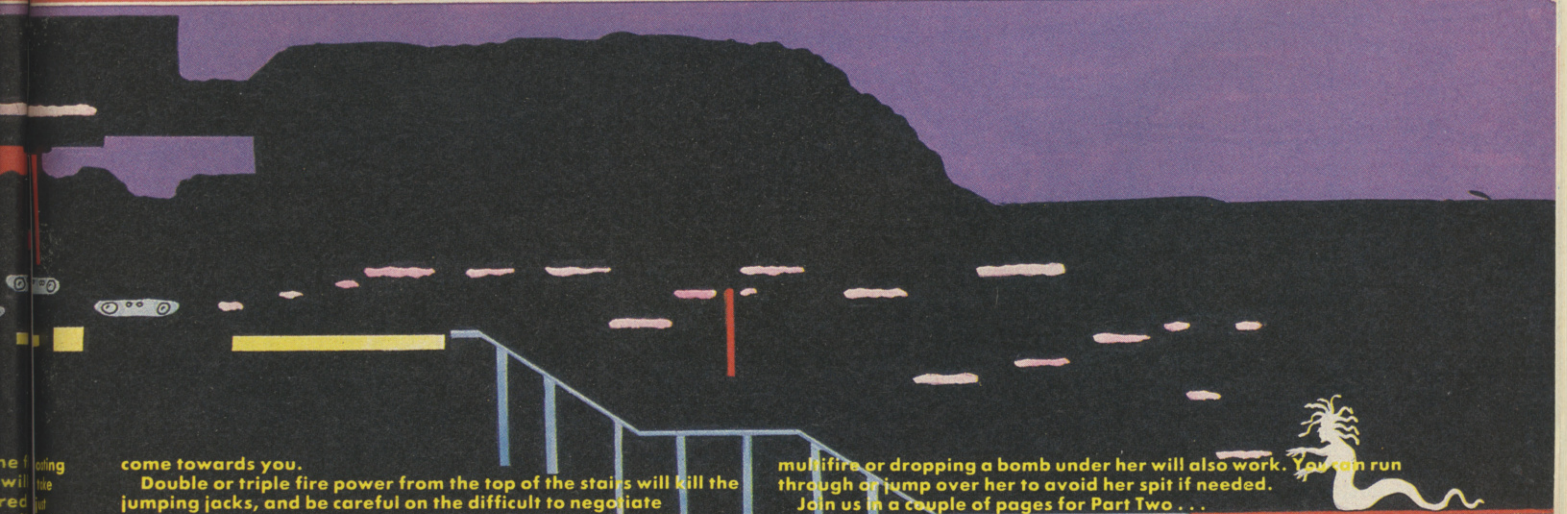
get to the end of the buildings plant your ladder right next to the last one just as the big fish comes into view. Climb up to get the floating boomerang (you need to jump from the top of the ladder to get it) and then run at the fish with it. When she moves towards you fire at her, and duck. It will get her as it circles back round if you miss first time, but watch out for further shots before she dies.



soon as you can, but if you get behind one it won't fire at you. The big faces take some killing and you have to be careful to jump over the fire they spew out. Watch for dangerous flying bats in between the second and third faces. Collect the icons just before the yellow towers near the end, and use the boomerang to kill the lion and the arabs at the end. If you are flying you can drop bombs on them, but otherwise duck and fire quickly, and beware, for the arabs can still fire daggers at you after the lions are dead.



you land on, and jump off back at the start of the screen, ready to get them again. You can also knock the trees over to use as bridges. To kill the mud men on the ledges, run underneath the bottom ledge, wait a while, then jump, duck, and shoot them quickly. Before you get to the T-Rex, jump on the ledge to get the boomerang, kill the birds when you get off the ledge (there are plenty of power pills around to help you), then use the boomerang on the Tyranosaurus.



come towards you.

Double or triple fire power from the top of the stairs will kill the jumping jacks, and be careful on the difficult to negotiate conveyor belts. A boomerang is ideal to kill the Meduza, but multifire or dropping a bomb under her will also work. You can run through or jump over her to avoid her spit if needed.

Join us in a couple of pages for Part Two . . .

POKING FUN!

Ramon Bainathsah from Amsterdam sent us these pokes for the C64 all the way from Holland. First load the game, reset the computer and enter each poke separately, then press return and type SYS and the number to restart the game.

Bombjack II: Poke 7053,200: Sys 39712 for unlimited lives
Challenge of the Gobots: Poke 28798,80: Sys 16384 for unlimited lives
Exolon: Poke 7427,205: Sys 2061 for unlimited lives
Feud: Poke 16404,14: Sys 16384 to start with all ingredients
Game Over: Poke 15244,234: Poke 15245,234: Sys 2304 for unlimited lives
Head over Heels: Poke 30315,144: Poke 30316,44, Sys 324 for 90 Heads - and Heels and 90 Doughnuts
The Living Daylights: Poke 4390,238: Sys 4352 for unlimited lives

Metrocross: Poke 13501,234: Poke 13502,234: Sys 4096 for unlimited time
Nemesis (Konami): Poke 5868,255: Sys 5768 for 255 lives
Zynaps: Poke 37281,255: Sys 32769 for 255 lives
Oink: Poke 39922,165: Sys 16384 for unlimited Rubbishmen

He also sent us these tips:
The Sentinel: To reach Landscape 1318 use code 58896035
Ace II: On the High-score table type DUSTY BUG and suddenly you've - become an immortal pilot.
Mystery of the Nile: Here are the three passwords: Level 1 HD576172V: Level 2 HE576171V: Level 3 HF 576170V.
Future Knight: On the titlescreen hold down keys B U G 8 7 all at the same time. The border goes grey and you have unlimited lives
Stifflip and Co.: Enter USE ORGAN and the computer will prompt you – for some notes. Type in (without spaces) 'DEFACED' and press return. You now can play the second part.
Krakout: To activate the cheat-mode enter 'C' on the high-score table – You then get infinite lives, but no score.
Championship Wrestline: If your opponent gets you down on the floor – push forward on the joystick and press the fire button as fast as possible. Your energy zooms upwards and the opponent gets pushed off.

Playmasters

Winner Stays On

Hope you like Karnov, 'cos we've gone pretty much overboard on it this month. There's some other stuff as well as the mammoth maps though, with hints and tips from US Gold's very own Leaderboard champions on how to play and win, as well as a reminder of Winner Stays On and a (albeit truncated) dose of hints, tips and pokes. Back to normal next month, but in the mean time don't forget to keep sending your cheats in 'cos we'll all find them useful. Oh yes, and while you're at it, why not let me know how you think playmasters is going: what's good, what's bad, what's downright lousy. Probably what you really hate if these poxy intros, so I'll be off...now!

Tim's popped in and says if any of you have any hints and tips on how to find Melissa, he'd love to hear them. Be seeing you.

Matt

The first "Winner Stays On" contest went ahead at the end of last month, and was a roaring success!

We do have a pretty hot bunch of contenders winging their way down here to C+VG towers though, so the competition is bound to have been fast and furious. Look for the full report next month, when the lucky winner, and the sorry losers, will be revealed.

You do, of course, know what I'm talking about? Only the greatest contest in the history of video games!

Greatest because it ain't over just like that, oh no, but continues from month to month, as our champion tries to stay on in the face of all comers. I've printed another slip below for the second challenge, when we'll get a handful of you to show our champ just what computer games are all about.

As an incentive – as if you need an incentive to get your name in lights! we're giving away a whole load of goodies, including games, T-shirts, mocked up C+VG covers and an Atari ST!

DEFENDER OF THE CROWN

For a start the best character to become is Geoffrey Longsword, who is an excellent swordsman, and thus makes raiding pretty easy. Start in the verl light blue territory near the middle of England, which puts you quite close to the brown and the red which are two of the biggest threats. Use Robin Hood to help knock out the three Norman castles 9 Yellow, Brown and red), but try to do so when their armies are as far away as possible.

In the early versions you can get a free catapult by attacking a castle, going to the MOVE ARMY option, and then clicking on a castle. When you are attacking a fairly well defended castle, hit the castle wall six times, then use greek fire or disease (always useful when your opponent has a lot of men). For best results on the battle screen use STAND AND FIGHT or KNIGHT'S CHARGE as they give the best results.

One of the hardest sequences to win is the joust. One way to win this is to keep the mouse straight, and then hit the first button once a clang is heard. The second and more dangerous way is to aim your lance to kill your opponent's horse.

In the raiding scene, hit the mouse button quickly once your opponent has raised his sword. He will try to get you after three or four good hits. Keep the second button down until his sword goes back up, and repeat to win.

Ta to R (Richard? Robert? Come on, we're all friends here!) Henderson for these.

Matt

Name.....

Address.....

.....

Age.....

Phone.....

Game	System	Score
.....	.....	.....
.....	.....	.....

Spectrum +3 Disc £14.99

Spectrum 48/128 Cassette £8.99

Amstrad CPC Cassette £9.99
Disc £14.99

Commodore 64/128 Cassette £9.99
Disc £12.99

martech

Martech is the registered trade mark of Martech Games Limited,
Martech House, Bay Terrace, Pevensey Bay, East Sussex BN24 6EE
PHONE (0323) 768456 TELEX: 878373 Martec G FAX (0323) 764460

Leaderboard Challenge

The popularity of computer golf games is amazing — and there are none more popular than the US Gold/Access game *Leaderboard*. And to prove the point, the World Class Leaderboard Computer Golf Championships were held recently.

The finals of the World Class Leaderboard Computer Golf Championships were held recently at the Belfry Golf Club near Birmingham.

Those selected to attend the championships came from all over the country to compete for the Gauntlet Novice, Amateur and Professional Challenge Cups. To mark the event, the American originator of the *Leaderboard* series, Bruce Carver, flew in from Salt Lake City, Utah, for the presentation.

The winner of the novice round was Simon Stewart, of Lanarkshire, who won 10 golf lessons with the professional at his local golf club.

The amateur cup was won by Mark Hyman, of London, who also received a full set of Jack Nicklaus clubs. The winner of the professional cup was Chris Dale, from Sheffield, who won a full set of Ping golf clubs.

And the Leaderboard champs have come up with the following hints and tips to help your golf game.

Chris Dale, Winner of the Professional Cup, (Commodore 64):

● Make a comprehensive chart of *your own* for distances of each club using the driving range option e.g.: (a) Long+Short. (b) Long+Short with 'P' etc . . .

Also, when approaching the green on shots under 130 yards, use your own short distances, this gives you a better chance of getting the ball in the hole! For example, 129 yards=3 wood short

● Add about 40 yards when hitting from the rough, this would depend on wind strength and direction.

● Use Hook and Slice to get around obstacles.

● If in dense trees use P, and only have the resistor just below the half-way mark of the power indicator.

● Always hit slightly long over water, taking the wind factor into account.

● Always use P when hitting from the rough immediately around the putting green, less than 30 Yards.

And here are few tips from amateur champion Mark Hyman.

● The Power Snap indicator — Learn to fade (controlled slice), and draw (controlled hook) the ball at will. This is very useful on holes 1 to 5.

● Playing out of Rough ● Remember, allow two more clubs if playing from near to the fairway and three more clubs if further into the rough.

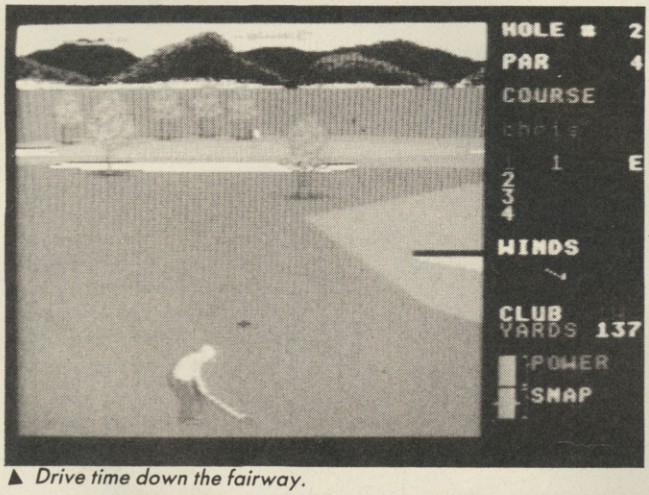
● Learn to punch the ball — very useful if you find yourselves in the trees.

● Water Hazards. If the trees in the foreground hide water in the background, the ball will land in the water, without penalty to the player.

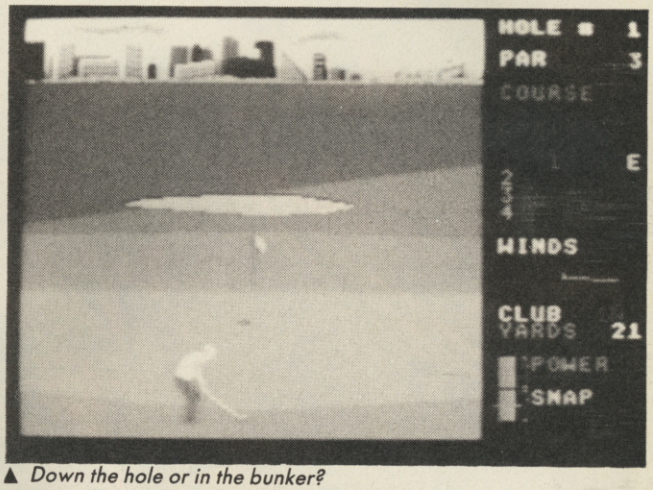
● Chipping around the green ● Learn to punch with the PW, and practise to work out how far each shot will go. From the rough, a PW hit at full power will cover 31 yards.

US Gold plans to release a commerative package called *The Leaderboard Collection*. For the Commodore 64 the including original *Leaderboard, Leaderboard Tournament, Executive Leaderboard, World Class Leaderboard*; for the Spectrum and Amstrad it will include *Leaderboard, Leaderboard Tournament*, and World Class *Leaderboard*.

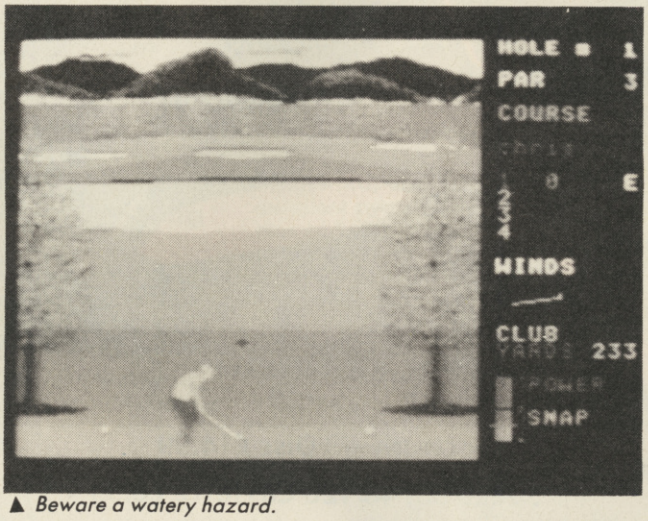
If you have any useful *Leaderboard* hints and tips send them to Playmasters, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.



▲ *Drive time down the fairway.*



▲ *Down the hole or in the bunker?*



▲ *Beware a watery hazard.*

Frightmare Giveaway

YOU! Shut-up, sit-up and listen good. This is Grotbags yelling – sorry – talking. You know me. I'm the witch from Emu's Pink Windmill Show.

Anyway, enough of this drivel. The other day I was invited to attend the launch of a rather evil little game called *Frightmare* by Cascade. Well, they chose a really spooky pub cellar for a bit of a binge. It was really great. In a fit of generosity – it was the drink – they decided to give a load of creepy-crawlie goodies to C+VG Readers. Not only that they sat me down and made me sign a lucky for you 13 posters which I'm giving away. And all for nothing!

That rather nice young deputy editor from C+VG, Paul Boughton – such a pleasant character, full of fun, helpful, contented with his lot – is looking after them right now. So you can be sure they are safe.

All you have to do is write into the Great Grotbags Frightmare Giveaway, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. All the entries will be put into the hat and the lucky names pulled out will be a winner.

Besides the 13 posters, I've got seven skulls, two bats, five pumpkin-headed creatures, one set of vampire teeth (new), three big black snakes, one small white snake and seven cobwebs up for grabs.

GROTBAGS GREAT FRIGHTMARE GIVEAWAY

NAME _____

ADDRESS _____

_____

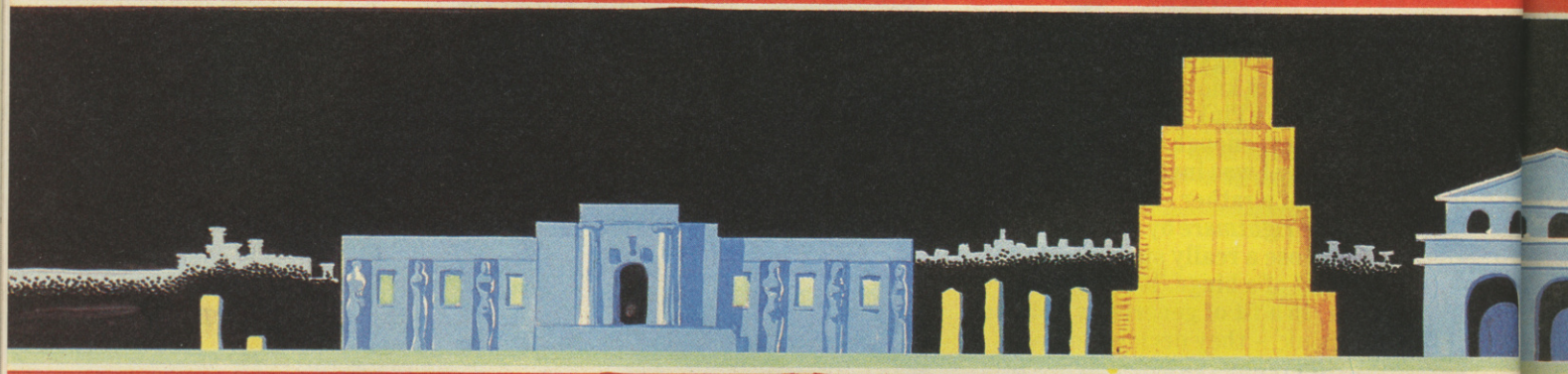
_____

Playmasters Map

Welcome back to Karnov. There's no point messing around, you've had a breather in the land of pokes and stuff, so let's get straignt stuck in. Some mean swimming involved here so deep breath, here we go . . .

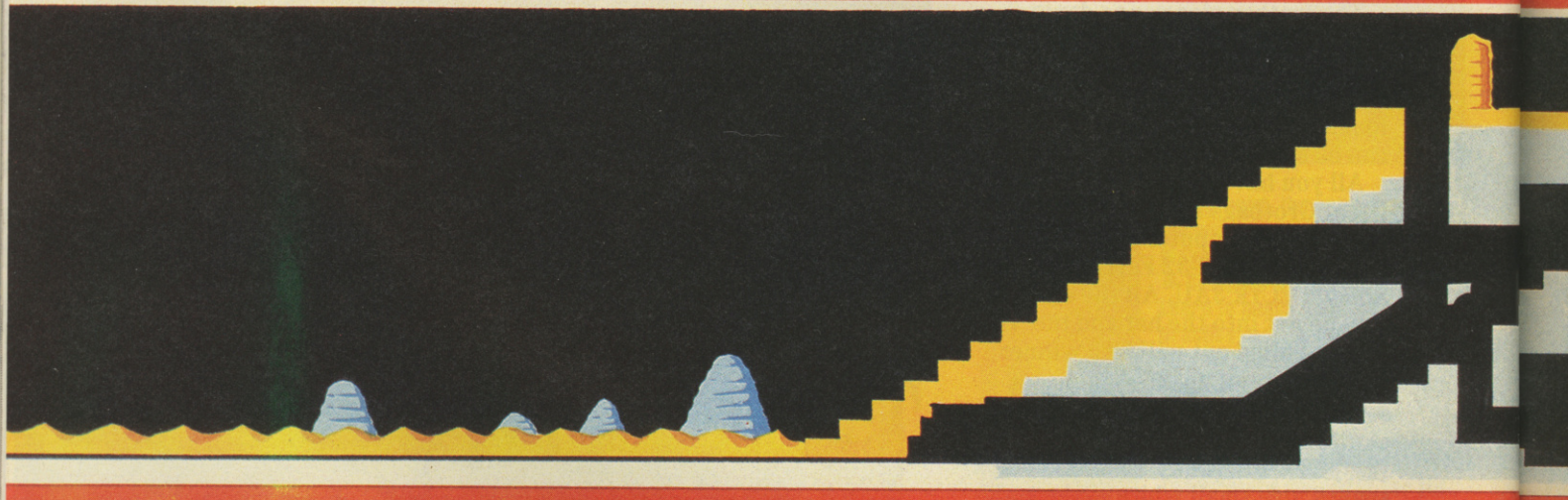
LEVEL FIVE

Almost right away you get faced with a whole load of underwater men armed with spears. Try to outswim them, but if this fails then swim to the top of the water and fire. There



LEVEL SIX

More of these ridiculous land based fish to take out, I'm afraid. To get past the one at the towers try to ignore them and run up each ladder, but jump when you reach the top to avoid the last fish. Kill one fish at a time (we're talking about the fish at the base of the tower here folks) and plant a bomb

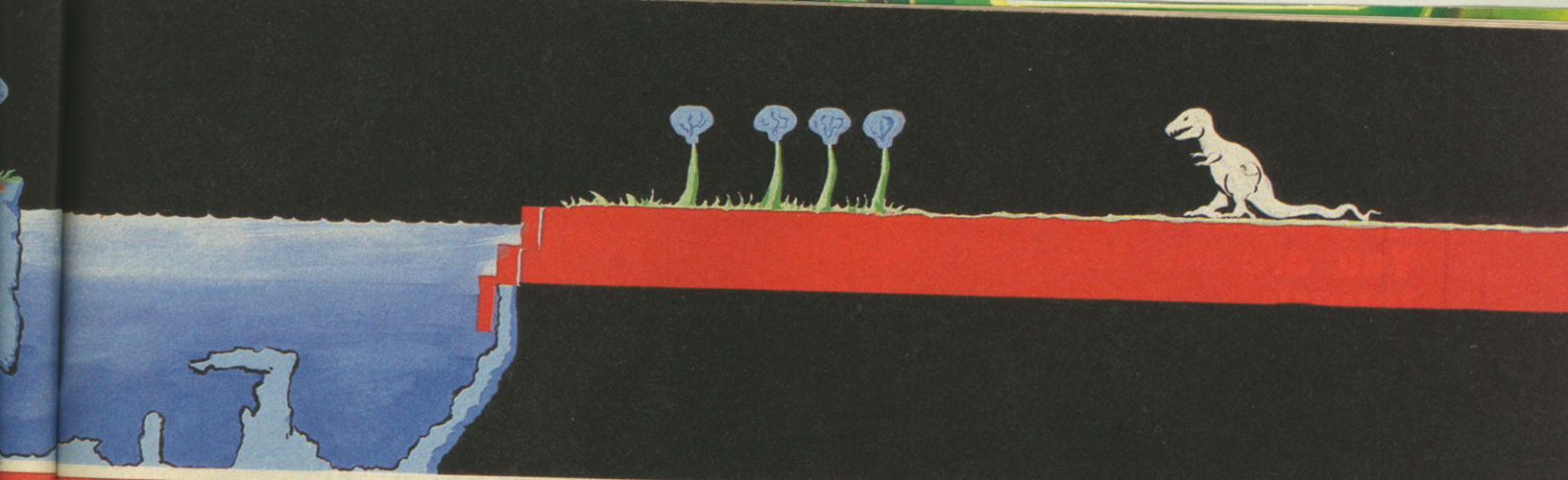


LEVEL SEVEN

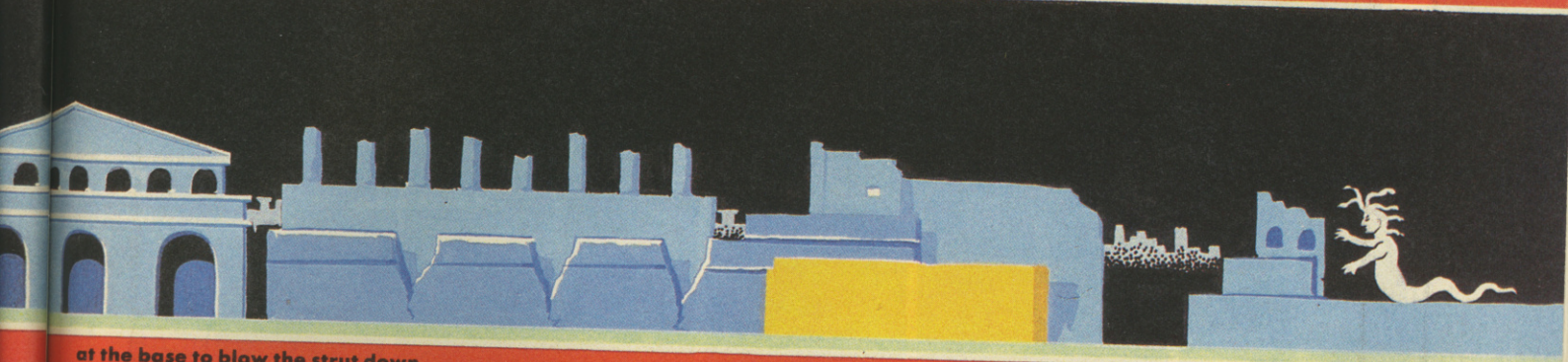
There's a Hydra to face near the beginning. To kill it, activate it and then go down the steps as far as possible. You should be able to stand still without being shot, then jump between the Hydra's bullets while firing all the time. It takes a lot of hits to finish him though! Watch out for the floor disappearing after you've shot him.

LEVEL EIGHT

To kill the stone figures that fire at you, shoot at their eyes while jumping or crouching to avoid the nasty 'ol flames they send shooting in your direction. To kill the Ents – which are the things that look sort of like tree stumps as all you true

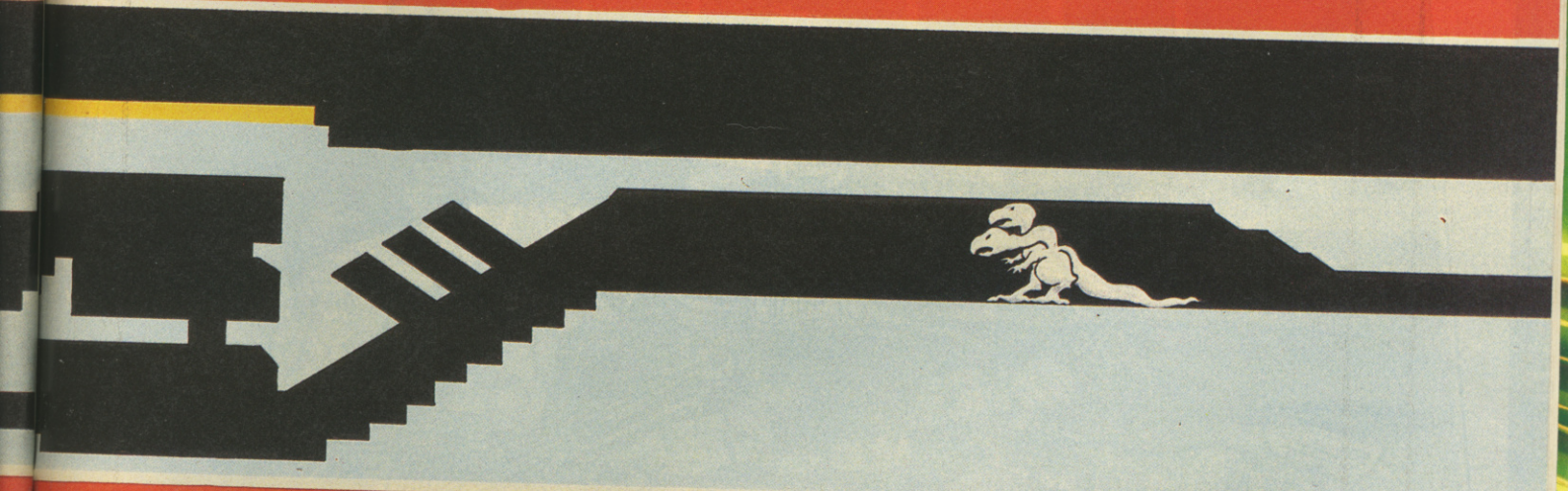


are also a load of clams along the bottom. Wait until they open fire quickly. You may be out of the water, but you're not out of the woods yet. There's still the giant dinosaur guardian at the end to beat.



at the base to blow the strut down.

To kill the owls just keep firing while avoiding his shots, and on the fourth shot the owl will explode. Don't get too near though! At the end of the level there are more Medusas to get rid of. Trigger the first, kill it, then jump by the figure ehad to get a power pill (it looks like an apple). trigger the last Medusa, get the power pill and jump backwards to avoid the figure head firing. Kill the last Medusa to finish the level.



It is also possible to kill the Hydra by standing just to the right of the spinning floor (you'll know what I mean when you see it) but you will have to jump to avoid one of the shots.

Next up is a good old T Rex. Trigger him off, kill the bat, and fire, trying to avoid the flames. Go to where the hydra was and drop a bomb through the hole just before you drop through yourself. Obviously you have to avoid being hit by the T Rex flames and the bat.

There is also a boulder which you have to avoid being splatted by. The way to do this is to crouch on the step.

Tolkien fans must know – fire at them (of course!) but watch out! They do fight back, by firing a streak along the floor occasionally. There's another Tyrannosaur to send to it's maker., and then you're scot free. Of course there's still Level Nine and the final confrontation with the wizard to come, but I'm afraid you're on your own with that one . . .

GET INTO CRIME!

In the late 1990's the streets of New York are a jungle. You are the ice cool leader of a gang of drug crazed terrorists. Your main goal is to become the richest, toughest and most notorious gang in the city.

DARE YOU PLAY.....

FREE OFFER

*THIS GAME IS NOT SUITABLE FOR CHILDREN

FREE!

SEND YOUR NAME AND ADDRESS TODAY FOR YOUR FREE TRIAL OF **IT'S A CRIME** THE WORLDS MOST POPULAR PLAY-BY-MAIL GAME

Write to:–

KJC GAMES, PO BOX 11, CLEVELEYS, BLACKPOOL, LANCS FY5 2UL.

Play By Mail

Wayne back again with the latest in Play-By-Mail. Don't worry about missing anything, I've got it all licked!

TURN TROUBLE

The Laboratory, who brought you *Further Into Fantasy,* have had problems with the mail recently, so you may have had problems with turns.

The main reason for this is that they have moved premises and most of the mail sent to their old address has been destroyed by the mysterious new occupier.

The new address is 18 Ridge Nether Moor, Liden, Swindon, Wilts.

Speaking of the Lab, they have released a new product *Magelords Of Doom...The Second Generation.* This is a totally computer-moderated game that is set on FIF's old hunting ground...the planet Dorm.

In fact the game has many similarities to FIF as the gods and the NPC's are virtually the same. The main difference in this game is you control a large army to complete a simple task that your deity has allocated. The task in question is to wipe out the other 49 players and prove your total supremacy of the globe.

As you can see it is an interesting concept and well worth a look. Once again by exposing my body to drastic alcohol abuse, I have persuaded The Lab to enter the realms of the pay before you play brigade and this means that EVERYONE who writes into me at C + VG enclosing the column heading (or a photocopy) and a s.s.a.e. will receive: A Free Start Up; A Free Rulebook; Two FREE Turns. This means a total saving of over £5.00.

CITIZEN MUTANTS

Moving on now to *Citizen,* a new PBM,that will certainly stir the imagination, if not the emotions. It is a hand-moderated roleplaying game, that is set on the planet Mersey Tanner in3288.

The last civilised continents have split into two directly opposite governments, namely communist and fascist, whose aims are the same: world domination. Centuries of nuclear and germ warfare have taken their toll, as apart from the two domed fortress cities, the rest of the land is barren radioactive wasteland filled with all sorts of mutated lifeforms.

You play one of the ten types of genetic available, whose aim is to bring down and destroy the enemy government.

Although I have only played a couple of rounds, it is clear that the game offers a wide choice for many different kinds of players. The rounds are well written, interesting and atmospheric.

Overall, if you can ignore the spelling mistakes and are sci fi minded then you should enjoy this game. I have managed to secure a special offer for C + VG readers, which is as follows: Set up in *Citizen* is usually £5.00, but if you write into me at C + VG with a cheque for £3.50 made payable to Mersey Tanner Productions, you will receive a rulebook, a set up, PLUS £6.00 worth of credit in your account. Further turns are £2.00 each.

G.M's WANTED!!

Have you ever fancied working as a G.M. for a leading P.B.M. company? Well, now you have the chance, as several big companies are looking for potential candidates. Mitregames, Sloth Enterprises, Pheonix games and Jade Games are all seeking new G.Ming talent. So if you can write, have an active imagination and an experience in playing role-playing games, then drop me a line and I will pass it on. The only conditions that have been laid down to me are that Jade would like to hear from someone who is over 20 and Pheonix want someone who can use a word processor.

CRIMSON SUN RISES

Talking of Pheonix games, they have re-vamped their single character F.R.P. *Lands Of the Crimson Sun* recently. They have a new rulebook, which is vastly superior to the old one, and I suspect printed on a lazer printer.

This game is ready made for those of you who like your fantasy liberally sprinkled with reality, whereby magic is very rare and viewed upon with suspicion with the local populace. If you are interested please drop me an s.s.a.e. with a cheque made payable to the company for £5.00. For this you get start up, rulebook and three free rounds. Further rounds are £1.50.

CHAOS RULES

Odde Fellowes and Co, has come up with a brand new game called *Order Of Chaos.* I do not have enough space for full details, but the basis of the game is this. Imagine a certain god at the beginning of creation. He labours for six days creating the basics of a world: Sun, stars, seas, land etc and on the seventh he decides to have a rest and put evolution into your hands.

There will be a charge of £5.00 to offset the costs of running the playtest and to discourage timewasters. However, you do not need to send any money now. For further details just send a S.S.A.E. to C + VG and when the playtest is set up you will be sent details and invited to take part.

SHEER SPECULATION

Waveney Games is an up and coming P.B.M. company that runs the excellent roleplaying P.B.M. *Delenda est Carthalgo,* a game which will be reviewed in the not too distant future. Judith Proctor, the head honcho at Waveney, has written to me to say they have just released a new computer moderated P.B.M. called *Speculate.*

Basically, *Speculate* is a game for ten players who start off with £12,000 each and is won by the first player who becomes a millionaire.

The game has a fixed deadline of ten day intervals, startup is £5.00 and turns are £1.24 per turn.

Waveney Games have kindly offered a free rulebook to any C + VG reader who provides me with a 9½ by 6½ S.S.A.E. Interested? Then drop me a line.

WAR ZONE

Ancient Empires and *Conquest of the Stars* are the latest computer moderated American imports by Nova productions. *Empires* is a 100 man per unit-level correspondence war game of diplomacy, production, economics and conquest with a liberal amount of tactics and strategy thrown in.

Stars is a futuristic space war game, based on the same basis as *Empires,* but brought forward to the 23rd century. Once again, diplomacy, economics and combat is essential as you manoeuvre your way to the position of Galactic leader.

Rulebooks and start up fees in each case total £4.00 and you will get a free turn if you join via C + VG. All cheques made payable to Nova Productions Ltd. Please note at the time of printing the turn round fee was not known.

Keeping with wargames, Whitegold Games have also obtained the rights to run two American computerized games in the UK, namely *Balance Of Power* and *Fog Of War.*

If you apply for either game via *C + VG* you will get: a start up in *Power* for £5.00 plus a free turn; a start up in *War* for £6.00 plus a free turn.

Wayne here with more Fantasy Role Playing news, views and reviews, including Standard Games' new MEGA system way, thanks for the massive amount of mail. But DON'T stop. I want to know what YOU want from the F.R.P. column. Remember, it's your column. Use it or lose it!

FANTASY

Samurai Blades

► SAMURAI BLADES
► PUBLISHER: STANDARD GAMES.
► PRICE: £9.95.
► RATING: 80%

Standard Games have done it again! With the release of *Samurai Blades,* they have unleashed a game based on Japanese fuedal warfare which satisfies two of the most important points in the gaming world – good value for money and simplicity of play.

The game caters for two players, or teams, who control armies of men whom fight on a man to man basis in an early style of Japanese armed combat.

Upon opening the superbly illustrated box, you immediately notice this game contains a great deal for your money. The contents consist of a large sheet of full colour character counters, a well moulded twenty sided dice, two large full colour maps, three booklets, a clear plastic counter try and a couple of handy, quick reference playsheets.

The maps and character counters are just beautiful. They have been created in the traditional Standard mould, being clearly printed in many colours on top quality paper. Moving onto the booklets for a moment, these cover four specific areas which are: The rules of play, historical background, playing pieces and the scenarios.

First of all you should read through the rulebook to get the general idea of the game, then you should re-read it for a more thorough inspection to ensure that you fully understand the rules.

For the record, the rules are very easy to understand and precisely written. Even novice players shouldn't have any problems. They cover the basic combat concepts initially, including archery (both mounted and on foot), the effect of terrain and barracades, but, if you require them, you can move on to the more advanced rules that cover Seppuku (glorious suicide), deflection of missiles by monks, Shuriken (five pointed star) throwing by Ninjas and night combat.

The next booklet deals with the historical aspects of feudal Japan and the playing pieces. The historic research that has gone into the game is impressive. It covers such topics as the land of Nippon in general, then moves on to cover The Emperor, Shoguns, Daimyos (Heads of Clans), Samurai, Ninjas and Monks to name but a few. The pieces are then described and allocated to which group they belong.

The scenarios booklet contains six adventures for your armies to engage in conflict. They range from the simple "Ambush" to the more complicated "Night of the Ninja".

They are all well written and entertaining to play.

▲ *Samurai Blades – feudal fantasy.*

Mega

► MEGA ROLE-PLAYING SYSTEM (FANTASY EDITION).
► PUBLISHER: MEGA GAMES LTD.
► PRICE: £9.99.
► RATING: 75%

It has been quite a while since someone has had the confidence, belief and conviction to issue a new F.R.P. system, which deals with nebulous world of sword and sorcery.

The main reason is the *tremendous* competition out there. To go up against the big boys like T.S.R., who market both versions of *Dungeons and Dragons,* plus Games Workshop, who publish *Runquest III,* takes a lot of nerve and even more financial backing.

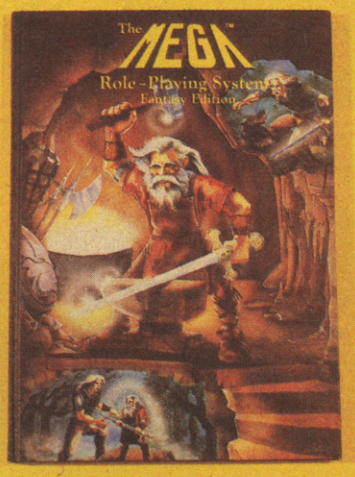
However Norwegians, Isy Allon and Ben Brakas have taken that bold step and they bring you the *MEGA Role Playing System,* which they claim has been "developed due to disatisfaction with the games available at present."

In a nutshell they have tried to steer clear of all the annoying parts of other famous F.R.P. games, including the combat system, dice rolling, magic and character creation to name a few and create their own alternative. Then they have combined their finished product with the elementary "basics" of role-playing, which include monsters, animals, gods etc, and smoothed off the rough edges which some nice points to see in a decent F.R.P. game, and voila. The question is: Does it work?

The answer is Yes – after a fashion:

Overall, I thought it was a good product. I liked the way the character creation is easy to understand and complete. It gives your character more of an indepth personality, which makes it easier to role plaqy. You also get a clear cut description of a characteris quirks, which can be anything from having a bad sturret to being downright beligerent.

Furthermore, I liked the way the hit location system works. Turning to the magic system, the concept on which it is based is quite believable, with



▲ *MEGA – a refreshing change.*

Role PLAyINg

potential priests having to go through initiation ceremonies, as well as having their actions judged on in respect of the cult standingm, while wizards try to draw their magic from actual knowledge plus a combination of willpower.

The system is also "open" to a certain extent, as you are invited to modify and expand it as you see fit. This is a nice touch and with the right amount of effort and skill you could be running a totally unique system!

On the minus side too much number crunching for my liking. The designers have admitted the combat system is not designed for "the hack and slay brigade", however, it is not designed for speed either. The idea behind it was good, but I felt there was a little to much work involved for sustained combat interest.

Another thing that struck a sour note was the package. Apart from the cover, the rest of the artwork in the book is appealing. It is probably the worst artwork I have seen in a professional F.R.P. system. Another annoying point is that the book is liberally sprinkled with large reference tables. I would have liked to have seen these nicely tucked away in the back. Finally the "S-Dice" system, on which the whole MEGA system becomes tedious and time consuming after a while.

All that said, I believe that both players and G.M.s will have a good time playing this game, if they stick with it and make the basic for their campaigns. They will be able to modify it to their own needs and dispose of any aspects that they dislike. I would recommend it for players who have had at least a fair amount of role-playing experience, as it may prove a bit of a struggle for novices.

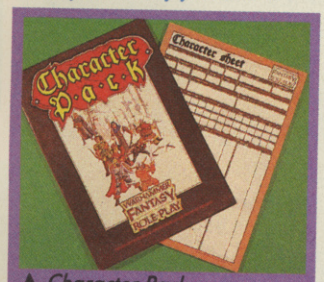
I found it made a refreshing and interesting change from the usual FRP campaigns and was well worth the effort expended playing it.

News

Games Workshop have issued *City Block* and *Warhammer F.R.P. Character pack*.

The former is a supplement for the Judge Dredd R.P.G. but it can easily be adapted to run in conjunction with other games.

For your money you receive



▲ *Character Pack.*

▲ *Citi-Block.*

eight full colour floor plan sheets, which are highly-detailed and very well drawn, four full colour card cut out accessory sheets, which comprise of everything from furniture to road vehicles and a 20 page booklet.

There are also a lot of interesting charts, where you can randomly generate an infinite variety of fixtures fittings and you can create your relevant scenarios based around this. You are really only limited by your own imagination!

At the back of the rulebook there is a section informing you how the contents can also be used with *Warhammer 40,000* (WH 40K), which was reviewed in April's C + VG. There is even some additional rules for WH 40K thrown in as well, which I thought was a nice little touch.

On the whole I thought that *City Block* was well worth the £5.99 G.W. are asking for it and it is a must for any serious player of *Judge Dredd* or WH 40K.

Moving on to the *Warhammer Fantasy Character* pack now, I admit to finding myself nicely surprised. You see when I first looked at the product, I thought it was just going to be a load of character generation sheets stuck together and wrapped up in celophane.

However when I opened it, not only did I find 50 character sheets, but there was a 16 page pamphlet enclosed as well.

Without a doubt this is an essential part to the *Warhammer Fantasy* game and if you play it then you should get a character pack now. Even if you don't play it, it is worth lashing out the £3.99 to have an education in character generation!

Standard Games have produced three aptly named Standard Pads, which are universal accessories for any major role playing system. The most interesting item is the role-playing character sheets, which come in a pad of 50 that are A4 in size. The aim behind this is release is to save you a lot of valuable roleplaying time by giving you a well designed character sheet that makes any referencing quick and easy. Another is an A4 sheet of small hexes and the other is Macro hex paper, which contains a huge hex, broken down into smaller hexes.

All three pads sell at £1.95 and are available in all local hobby shops.

Letters

● Can you recommend any FRP games that deal with comic strip characters and the like please?.
Steven Dodd,
Lincoln.

Wayne says: Choose from any of the following: Villains and Vigilantes, and Daredevils by Fantasy Games Unlimited at £5.95 for the rules or £10.95 for a full boxed set, or if you want to go for the really copy cat stuff try Marvel Superheroes or DC Heroes issued by the respective companies around about £12.95. I believe there is another game called Golden Heroes around, but I can't find any up to date info about it.

● Can you recommend any RPG that covers the world in the 21st Century after a nuclear holocaust
Barry Deacon,
Penzance.

Wayne says: The two I recommend are Twilight 2000 by Games Designers Workshop at £14.95 and The Price Of Freedom by Games Workshop, which is about the same price. Both games are fairly complex and not cheap, but they are very factual, as far as they can be, and well thought out. 2000 has the edge in my view, mainly because it has lots of supportive material. I will be reviewing them both shortly.

ARCADE

And you thought that Out Run won the ultimate racing experience! Arcade Action tests the hottest drawing game of the moment, Continental Circus and gets dead Hope in it's sights.

• CONTINENTAL CIRCUS

Racing games have entered a new dimension with Taito's wonderful *Continental Circus*, the world's first three dimensional racing simulation.

The most amazing thing is that it actually works. Sitting in the cabinet you can feel the roar of your engines, the stomach churning swoop as you crest a hill and the road undulating and disappearing into the next tight bend.

The game itself is similar to most racing sims dating back to *Pole Position*. But with its unique and stunningly realistic 3D effect together with some additional features, like pitstops, *Continental Circus* is a world class of its own. And it costs only 30 pence a go, too.

Eight grand prix tracks are out there just waiting for you to take the wheel. Eight twisting circuits, full of hazards which will need all your skill to negotiate. One of the problems you will run into is oversteering. The wheel is incredibly sensitive and it's all to easy to put your Formula One car into a fatal spin. When that happens, as it no doubt will, several things could occur. Most likely you'll just spin and your back end will go up in smoke – pit stop quick. Or, if you're really unlucky, you'll crash into another car and bounce down the track spinning uncontrollably end over end to be annihilated in the most spectacular explosion I've ever seen.

With a great whoosh, the car explodes into a ball of flame while wheels, spoilers and other parts shoot out of the fireball straight for you. The first time it happens you'll instinctively duck. It's the most incredible feeling.

And while I'm going on about effects, just the act of driving round the hilly tracks gives you butterflies in your stomach. As you approach each one, the view from the dashboard changes flattening as you crest the hill. The only way I can describe it is like that great stomach dropping feeling when you're in a car and take a hump-back bridge too fast. The 3D effect does exactly the same.

Watching the game as an observer is very trying as you can see the split images which only come together when you're in the driving seat.

Now back to the race. Each course has to be completed in a time limit, you start off with 60 seconds and at the two Extend gates on the track you're given a further 30 seconds plus any time you have accrued. You also start off with a rating of 100 points and to complete the race successfully you must go over the finishing line at that track's qualifying rating. If you don't get the points, you'll have to drive that race again.

The first race is the Brazil Grand Prix which has a rating of 80 qualifying points. So you must earn at least 20 points by the time you zoom past the chequered flag. Points are earned on a quick start, overtaking other cars and staying out of trouble. A pit stop only lasts a second or two but during that time your points creep up. Crashing doesn't do you any good and points are earned while you wait for a new car to be brought onto the track. The same goes when you flip into a spin.

The remaining tracks take you to Grand Prixs in the USA – 60 qualifying points, France – 50 points, Monaco – 40 points, W Germany – 30 points, Spain – 20 points, Mexico – 10 points and finally Japan which qualifies at a mere three points. Luckily you don't revert to 100 points on each new track, but carry your points with you. The only way to ensure you get to qualify for Japan is to beat the qualifying points for each new track with some to spare. That way you have a buffer zone and don't have to work so hard.

At some time during each race you'll be called into the pits, normally to have billowing clouds of smoke extinguished. It's not a good idea to ignore pitstops in this case as you'll find the smoke will rapidly burst into flames which totally destroys your car in an earth shattering explosion. Pitstops are to be found straight after the Extend gates and if you miss one you'll just have to hope that you can make it to the next in time. On several occasions I crashed into the oil drums lining the pits on the way in, losing valuable time and spinning uncontrollably past the lifesaving mechanics.

The mechanics are superfast and will put you right in no time at all, talking all the while in superbly clear speech. 'OK', they yell, 'over here' as you scream in for a tyre change. Then it's 'go, go, go' as you roar out to enter the fray again.

After playing masses of straight racing sims, *Continental Circus* took a bit of time getting used to. However, after a short break my eyes out used to the new perspective – one which works remarkably well as another gimmick to draw the crowds.

CLARE EDGELEY

▲ *Matt's in the driving seat, and he's loving it!*

▲ *Ray Bans eat your heart out! 3D glasses may not be trendy, but the view is cool.*

▼ *Taking racing games into the third dimension!*

E ACTION

DEAD ANGLE

The arcades have never been short of games to appeal to players who just love to blast the hell out of anything and everything that the trigger happy maniac could want – bullets, bloodshed and blasting.

The game is very much in the mould of *Operation Wolf* and Infrgrames' computer game *Prohibition*. You are depicted as by a 'wire-frame' outline on the screen, the view of the gangsters' hideouts scroll left, right, up and down with the movement of your gun sight.

Of course you need a reason for your murderous activities (you don't?) and the game's scenario provides one – a kidnapped girlfriend! The game begins with your girlfriend being abducted from outside a café in Napoli and bundled into a car driven by several mean looking gangsters.

It's here that you begin your task of rescuing the girl and taking your revenge on the gang members at the café. You only have a simple hand gun and a supply of three hand grenades to help you to despatch all the criminals. The gunmen don't give you an easy time, they appear from doorways, jump from windows and hide behind upturned tables, tossing the odd grenade or two in your direction.

Some of the villains are fairly easy to pick off, needing only one bullet to put out their lights. Tougher gang members need several shots and the big boss himself can only be brought down in a hail of bullets.

Many of the gang members tote much more powerful weapons than yourself – sawn-off shotguns and machine guns included. If you manage to pick off one of these guys you get the chance to pick their weapon up. The gun is displayed on part of the screen and you must 'click' your gun over it and you've got yourself a new weapon. Unfortunately you only have one hundred rounds in the machine gun so the bloodshed never lasts as long as you'd like. Shame!

The machine gun, the shotgun and the grenades are very useful for getting to gangsters that are hiding behind tables, barrels and bullet proof windows – they blast everything away, including the unlucky mobster.

At the bottom of the screen there are two energy meters which display the numbers of men left in the particular Family of gangsters you are trying to destroy. The other meter displays how much 'lifeforce' you have remaining. It's funny, but your lifeforce also seems to drop very much more quickly than the other one. Strange . . !

Once you've managed to get rid of the first gang – you'll almost certainly need to make use of the game's extended play feature to get far – you are then transported to a dockyard scene in Napoli. Most of the action takes place on an Ocean liner docked in the harbour.

The graphics of the boat are excellent and the effect of your machine gun ripping holes in the ship's hull and smashing through windows has been very expertly executed. This level is a lot more difficult, your intended victims are much more adept at ducking, diving and hiding behind solid objects . . . chucking the odd grenade, of course.

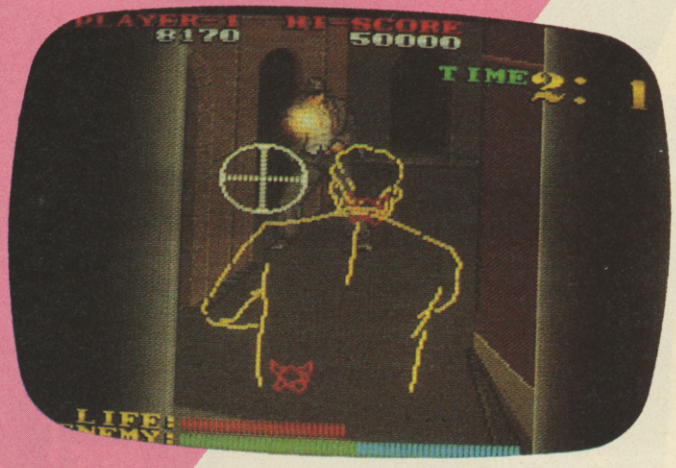
If you complete thie level, a map of the woorld is displayed and you board the ship and are whisked across the Atlantic to New York City. Again the fighting begins in the dockyards but this time you have to deal with a huge warehouse full of oil barrels – and gangsters. Shoot the barrels and you often find some money to pick up – other times the barrels are full of petrol and explode into flames – the graphics are, as always, excellent.

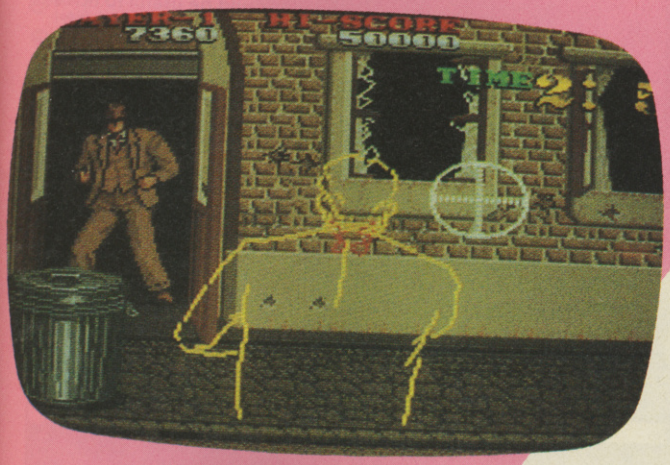
Dead Angles two most impressive features are its graphics and animation and the its addictiveness – the kind you only get with real blast 'em ups.

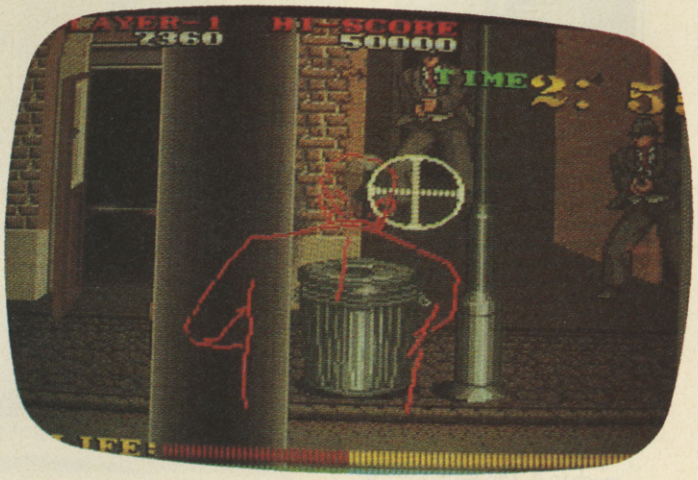
The sprites and graphics are huge and animated extremely well. It's true that the game isn't going to win any awards in the originality stakes – there are several similar games including Operation Wolf – but I personally think it's the best of the bunch.

Give it a shot.

SEAMUS ST. JOHN







ARCADE ACTION

• SUPER RANGER

Well, before I'd even wacked my 2x10p into *Super Ranger*, I was pretty sure I'd played this game before. Yep, I'm afriad it's just *Rolling Thunder* all over again, and after the past couple of months playing dull home computer versions of that little waster, I was less than keen to go through the same essentially uninspiring routine at arcade prices.

Still, what the hell, there's a review to write . . .

Suna's *Super Ranger* is just your basic "oh dear, the baddies have captured someone, we'd better go and rescue her" sort of game. In fact the title screen gives you something almost as vague as that as it's an excuse for a scenario, and then it's straight into the action.

You get to play one or two bare-chested Rambo types, twin brothers it would appear, who, armed with only a pistol each, must take on the swarms of baddies on numerous levels as they fight their way to the hostage. The game is obviously designed to be a two player affair, and I could see that there may well be quite a lot of potential in one of you handling each bro, and taking on the baddies together. I'll watch your back if you'll watch mine sort of thing.

However, the pre-launch version I played would only operate on single player option, which was a bit annoying since I'd brought a mate along 'specially. As it is, there's not so much to it. The sprites are good 'n' large, though not pushing foreward the barriers by any means, and not too badly animated. The first ones you come across are little blue-clad geezers who die after just one shot, but you soon get tangled up with a smattering of tougher yellow ones, green ones who lob grenades and similar at you. To start off with they aren't armed, and tend to get you by sheer weight of numbers, but it obviously gets tougher later on.

The first level is set in an air force base, with a number of F-16s to jump up on to form a slightly more interesting platform than the standard cat walk. Later you must leap over sheds, walls, and along the aforementioned catwalks that line the warehouse/garage levels. There are plenty of doors to open to duck out of the way of passing bad guys or to collect extra ammo, though the risk when you do this is that a whole load of them will congregate outside your door, making leaving a problem. There are even some which appear to warp in, making life a bit tricky.

The thing is that your control over the character you play may be fine, but it isn't particularly fast, and, as you can't fire once you've committed yourself to a big jump, there are seconds of painful vulnerability as you see bad guys gather where you are about to land.

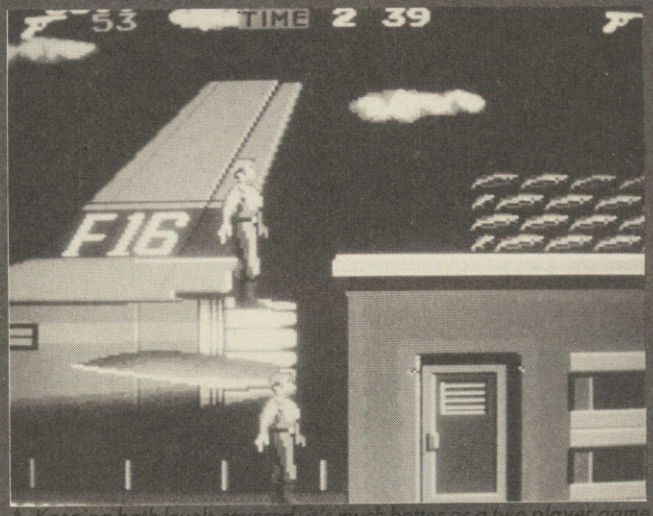
The basic danger is one of being surrounded, because once there are more than, say, four or five within close proximity of you on the screen, it will take a fair amount of sharp shooting and/or luck to get you out in one piece. This is obviously the sort of time when it would be useful to have a partner to help you out.

Basically I found the whole thing just a bit too slow, a bit monotonous, and, most importantly, just too over familiar in the gamesplay department.

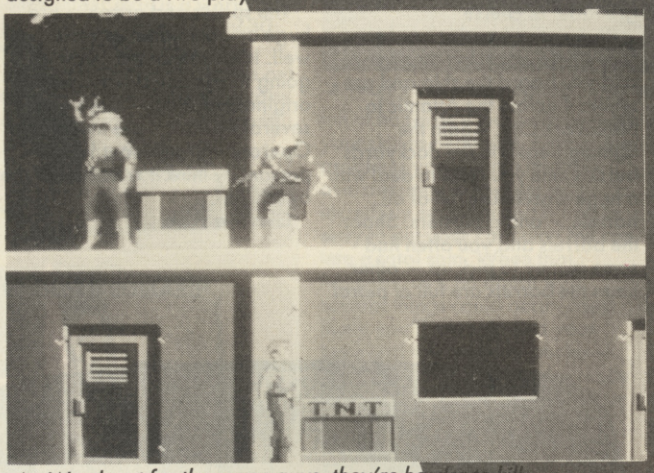
Sound was none too impressive either.

However, there are a fair number of you out their who played and played *Rolling Thunder* and made it a success hell, (some people even liked it on the C64!), so it's a fair bet that if you were one of these people, you'll like this too. It is just different enough to add that extra interest to get you playing. Right, enough of that, I'm off to blow my remaining dosh (what there is of it!) on something a bit more deserving, like *Dead Angle*, or *Twin Chopper*, or even good old *Out Run* . . .

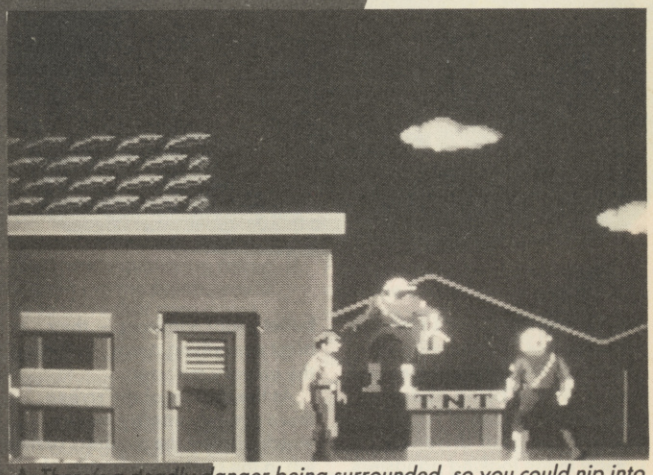
MATT BIELBY



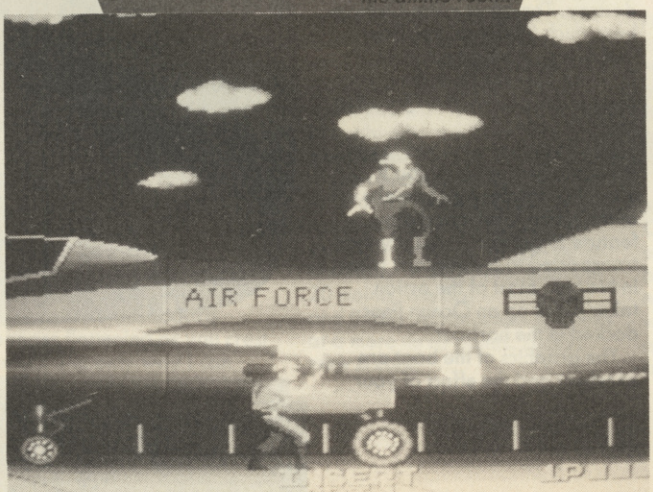
▲ *Keeping both levels covered, it's much better as a two player game.*



▲ *Watch out for the green guys, they're harder to kill.*



▲ *There's a deadly danger being surrounded, so you could nip into the ammo room.*



▲ *F-16s are fun to climb over.*

DARK BLADES
PLAY · BY · MAIL

A Living Adventure

Over 25,000 mapable positions; Unique line of sight vision; Over 20 different types of armour and weapons to choose from and dozens of different items to trade with; Play a mon-oger or human; 1000's of individual npc characters to hire, trade with, fight, speak to or learn from.

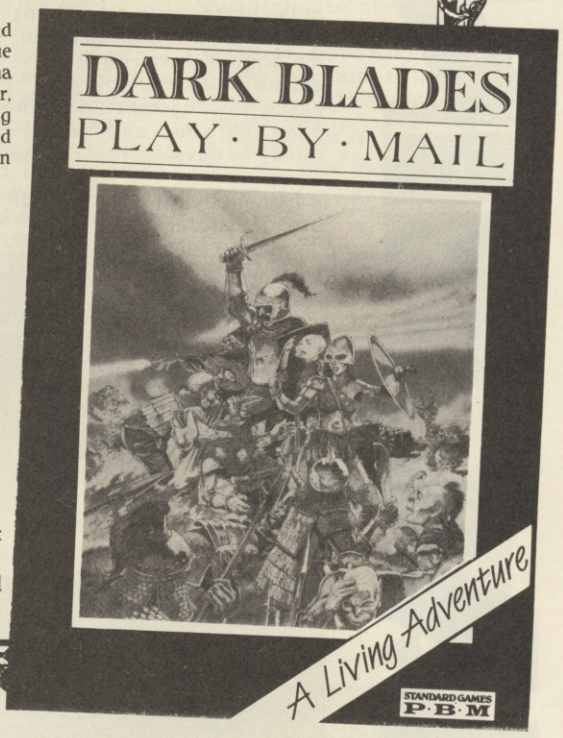
There are thousands of creatures within the land of Dark Blades, all are different and even the lowliest has OVER 70 elements built into its make-up to make it a true individual, with its own reactions and, dare we say, LIFE? Using the unique Gamma Operating system to control the game has created a living world inside a computer, where the 'game' could go on even without players. You complete 10 tasks before being given your final 'quest' and the first player to complete their quest wins their game and receives free game play in another game, as well as a chance to become the 'Champion of Champions!'

Don't delay the exciting experience of playing a LIVING ADVENTURE — send for your start-up package now!!

The start-up package costs £5.00 and for this you get a rule book, full colour A2 poster-size map and two free turns, all enclosed in a full colour box to help you keep your turn sheets tidy. Further turns are £1.25 each - and we mean £1.25, there are no "HIDDEN" extras.

STANDARD GAMES P·B·M

Send your £5.00 (cheque/cash/postal order, no coins please) to: STANDARD GAMES PBM, Arlon House, Station Road, Kings Langley, Herts WD4 8LF., or if you're STILL not convinced send a stamped addressed envelope for more details.



ADVERTISEMENT INDEX

Amstrad Sinclair....6,7
Atari....10,11
Byrite....56
C. S. Software....53
Charnwood....47
Classified Section....55
Database....68
E + J Software....47
Elite....IFC,3,29
Entertainment International....97
Exmouth Micros....47
Grandslam....49
Gremlin....34,60,89,95
Holmesoft....55
Homesoft....53
Incentive....16,17
KJC Games....110
Kawasaki....41
Mailsoft....56
Martech....105
Megasave....86
Microland....63
Microprose....66,67
Midland Games Library....53
National Computer Library....86
Ocean....IBC,13,26,44,74,99
Players....63
Silica Shop....101
Shekhana....47
Standard Games....117
Stortsoft....63
Superior Software....65
System 3....22,23
Telecomsoft....36,71
Telegames....56
Tornado....53
US Gold....OBC,20,32,33,50,51,77,78,79,90,91
Verran....37
W.C.H.M....53
Worldwide....53

reviews

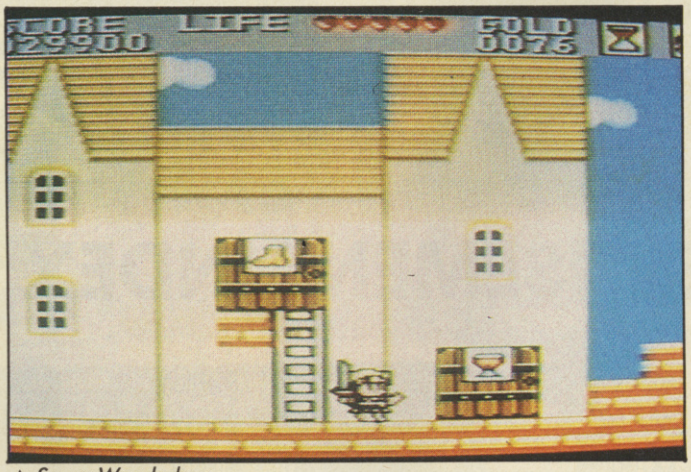
Mean Machine maestro Tony Takousi spots another "essential" game for the Sega, Alex Kidd, The Lost Stars and enthuses over the 3D Space Harrier.

• SUPER WONDER BOY IN MONSTER LAND

Wonder Boy must rate as one of the best arcade adventures ever and this follow up takes the original theme and extends it with role playing elements with interaction with other characters and the ability to develop your character.

Essentially it is a total mix of arcade, strategy and adventure with you trying to kill a dragon and restore peace to your country.

You move across a scrolling backdrop and have to kill the nasties along the way, they leave a gold coin in their place and you can pick it up by walking over it. There are doors which you can enter and these can given you messages or allow you to buy items for your man. There is a choice between sword, armour, shield, boots, helmet, gauntlet, wing boots, and throwable weapons in the guise of bombs, tornado and thunderflash.



▲ *Super Wonderboy.*

You have to reach the end of the wave before your timer hits zero (indicated by little hearts) and any contact with nasties takes time off the clock. To get through to the next level you have to kill a biggie monster (standard form for Sega games, but I never get bored with it because they do it so well!), and collect the key he leaves behind.

The doors you open normally give you two choices of weapon or info and if you lack the gold to buy either it bleeps at you. There are the customary little touches like going back and killing the same nasty twice to get extra score and items and hidden bags of gold in mid-air (so get leaping).

The layouts of each land vary with some finesse needed to get around the ledges, there are (to name very few) lifts, snakes, birds, fireballs walking mushrooms and water pools to negotiate. You can kill the opposition by a well timed hack and slash of the sword.

On getting at the end of a round you are given a time bonus depending on the time on the clock and you can get a 10,000 points bonus by picking up all the extra (double kills) items in that wave.

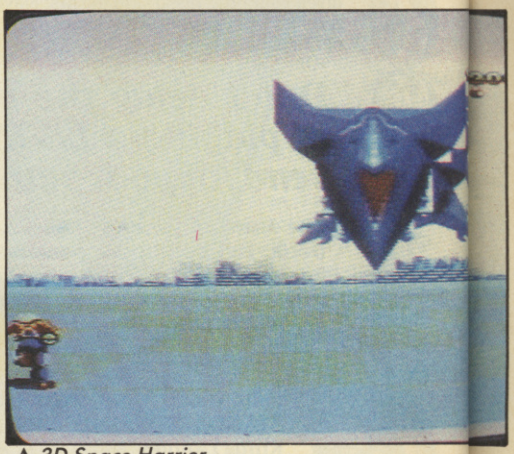
The graphics rate as some of the best seen to date on a Sega game, the music is OK and playability is supreme although detection is generous towards the player (so who is complaining?). Again the use of colour is getting so much better with every new Sega cart I play, there is very little flicker (unlike the original *Wonder Boy*) and they seem to be pushing their game designs to new horizons, all of which makes for longterm playability and interest.

There is a world of play still in this game that I just do not have the space to tell you about, so if you enjoyed the original this is for you . . .

• SPACE HARRIER 3D

At last! At last! I can wholeheartedly recommend going out and buying the Sega 3-D glasses!

I have just had *Space Harrier 3D* shoved into my sweaty palms (drooly, drooly) and the 3D effect works with no reservations!

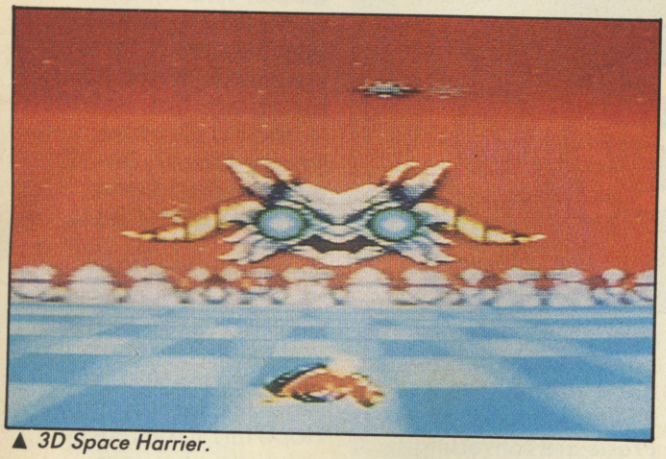

▲ *3D Space Harrier.*

Harrier 3D is not just the original *Space Harrier* in 3D, it has different graphics, a lot more colours some really vicious play (glue that joystick to your palm, no kidding and some dragons that mean business. It is *Space Harrier Two* rather than the original in 3D.

The title screen shows your man in mid-battle and unlike *Zaxxon 3D* you cannot play the game in 2D by pressing the pause button on the title page (tough). The first level is called Platia and you get blue mushies sliding up to you, the aliens are straight out of Star Wars (Darth Varders ship) and they lob big blue spheres at you (these come at you very fast). If you are hit the customary Aaarrrgggghhh! is screamed with a more than welcome Get Ready soon after as your next life is put into play. Then come the metallic pillars, contact is fatal, zooming behind them are hunky jets which lob those big blue things at you. You have got to keep moving and be aware what is around you, as I said this is one tough cookie!

The dragon at the end is well detailed and has really rich vibrant colours, it is quite easy to kill (and so it should be after such a brute of a first wave!).

Wave two is called Moura, there is a colour flip and there is a star background. The attack pattern is NEW, big metallic spikes wander down from the sky slowly filling up the screen and you have to move out of the way.



▲ *3D Space Harrier.*

As you move up and down the horizon tilts and it is easy to collide with the spikes, you also have to zap big green butterflies, at the end of the wave large transformer type aliens rotate firing sphers galore.

I have been up to level five and you get a mixed bag of aliens, backdrops (again rich colours and strong 3D) and non-stop zapping.

It is a great game and this alone justifies buying the specs!

It is not a game for wimps or those with weak wrists. So what are you waiting for?

• ALEX KIDD: THE LOST STARS

If you own a Sega console then the essential platform games are *Zillion, Quartet, Wonderboy* and *Alex Kidd.* Sega has seen the great success of these games and produced sequels for three out of the four above.

The latest sequel to fall into my sweaty palms is *Alex Kidd: the Lost Stars.*

The original *Alex Kidd* was a great game, *The Lost Stars* (128K) is a worthy follow up with far better graphics, tunes, playability and depth.

There are 14 stages to complete with you trying to recover the Miracle Ball by getting through all 14 planets and their dangers.

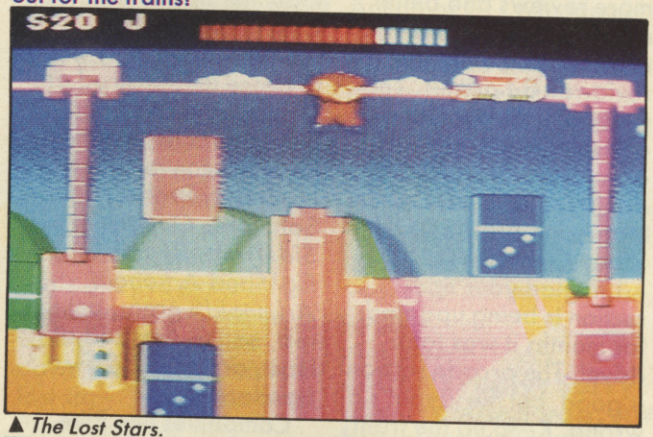
When you start you are faced with an alien in the centre of the screen and the words 'find the miracle ball' are uttered (very clear digitised speech).

You run along a left to right scrolling backdrop and have to get to the exit at the end of the planet before your time runs out. You can collect fire power, extra leap strength and bonus time as you go along by touching pods which drift down the screen. You can also pick up treasure and money along the way.

Planet one has you in the country, you have to jump over a dog spitting letters out (B O W W O W!) there are also trampoline blocks to spring you higher, walking playing card, floating baby chicks, an overhead tramline you can hold on to but watch out for the trains!

Planet two has you in a big factory with metal presses, moving platforms, holes in the floor, piston blocks which try to crush you, tarzan ropes and electric bolts which give you a real charge.

Planet three is a forest, there are hanging multi-coloured platforms (some of the most colourful graphics I have ever seen in a game) and loads of nasties to avoid. Planet four has you underwater facing spitting octopus, puffy fish, low flying anchors, shell fish and an obstacle course of twisted metal strips.



▲ *The Lost Stars.*

	ALEX KIDD	HARRIER 3D	WONDERBOY
► GRAPHICS	9	9	9
► SOUND	7	8	7
► PLAYABILITY	9	8	9
► OVERALL	9	9	9

NINTENDO SEGA SCORE

► SUPER MARIO BROS	XXXXXXX	DDDDDDDDD
► ICE CLIMBER	47,870	Michael Daly
► DUCK HUNT	728,100	The Breaker
► PINBALL	314,010	James Walpole
► KUNG FU	685,300	Tony Wright
► WILD GUNMAN	1,216,000	Tony Wright
► DONKEY KONG JR	231,500	Tony Wright
► DONKEY KONG 3	384,200	Lee Davidson
► NEMESIS	767,900	Henry Fong
► GHOST AND GOBLINS	101,600	Francois Couture
► 1942	218,350	Francois Couture
► HOGANS ALLEY (C)	243,900	Francois Couture
► CLU CLU LAND	50,850	Paul Bedser
► GUMSHOE	231,000	Alex Bell
► POPEYE	87,130	Sherif Salama
► BALLOON FIGHT	251,250	Sherif Salama
► SPACE HARRIER	26,589,810	Anthony Holmes
► OUTRUN	52,204,240	David Hillhouse
► CHOPLIFTER	2,204,240	Jamie Dilasser
► HANG ON	3,181,590	Darren Newnham
► BLACK BELT	2,568,200	Gary Waddington
► SECRET COMMAND	1,319,750	Massimo Torlini
► TRANSBOT	1,340,760	D. Gibson
► QUARTET	642,450	Mark Frazer
► PRO-WRESTLER	853,400	Martin Horne
► ASTRO WARRIOR	522,500	Simon Fields
► FANTASY ZONE	3,954,800	S. Haldane
► NINJA	1,116,250	Brett Colman
► WONDERBOY	780,920	Gareth Edwards
► ALEX KIDD	1,000,200	Keith Lynch
► SAFARI HUNT	1,320,300	Chris Shaw
► TRAPSHOOTING	254,200	Chris Shaw
► MISSILE DEFENSE 3D	246,000	Chris Shaw
► MY HERO	636,900	Mike Reid
► ACTION FIGHTER	243,490	John Cowlin
► SHOOTING GALLERY	44,300	Nicholas Brown
► PIT POT	168,500	Simon Fields
► GHOST HOUSE	575,010	Alan Clarke
► KUNG FU KID	703,400	Jonathan Stevens
► BANK PANIC	526,650	Ian Green
► TEDDY BOY	98,010	Ian Green

Come on, I want to see high scores for the following: *Afterburner, Zaxxon 3D, Fantasy Zone 2, Global Defense, Gangster Town.*

The same goes for all you Nintendo owners, what about the games: *Wrecking Crew, Mach Rider, Marios Bros.*

Mailbag

If you've got something to say about the world of computer games, don't keep it to yourself. Write to Mailbag, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

● I don't usually write to magazines but I am compelled to write to yours. Last month I recall we had all this hype about more reviews and better marking. This is totally untrue; last month you reviewed 34 games. This month 24 were reviewed and they were centred around the Atari ST. Why don't you call the magazine Atari ST and Video Games?

I'm glad your tips section is being updated; for months it was total drivel. The arcade section is good, but the layout's all wrong. Keep up the front covers, they are great.

I also get Amstrad Action, which is much better than *C+VG*, I'm afraid to say; its review system is much better than yours – they mark in percentages, which is a better way of marking the game they are reviewing.

Richard Gregory, Bolton.

Editor's reply: It might sound like an obvious thing to say, but we can only review what games come out each month. Some months there are more than others! Yes, we'll keep up the front covers – otherwise the magazine would start on page 3 . . .

● Currently, Amstrad owners are having a rather bad patch, only reedemed by *Gryzor* and *Thundercats*. Just recently, an awesome run of coin-ops have been converted; *Gryzor, Outrun, SideArms, Gauntlet II, Bionic Commandos,* etc.

Of these, the only ones to grace the Amstrad are *Gryzor* and *Gauntlet II*. Going back to the others, a lot of the conversion work is done by Probe Software; *Outrun, SideArms, Rygar, Slap Fight* and *Arkanoid. Arkanoid's* great, but the rest, on the Amstrad at least, are miles below standard.

Companies like Elite, Palace and Imagine squeeze things out of the *CPC* I didn't believe were possible. Games like *Ikari Warriors* and *Ghosts 'n' Goblins, Barbarian* and *Rimrunner, Renegade* and *Gryzor* – but it seems that there are some programming teams, like Probe, who can't be bothered to take time over a game to get it right. They set out just to make good Commodore 64 games, and to hell with the rest of us. Don't get me wrong, *SideArms* etc are good games, but hopeless conversions. I don't think for a moment that an Amstrad's capabilities match that of a Commodore, but if we can get *Ikari* and *Renegade* out of the CPC, why not *OutRun?* Why is it that certain games are so rushed?

Why do some companies just wait until a game's finished, however good or bad, then just put it out? Please tell me if Probe are converting *Bionic Commandos;* I've already spent £50 on Probe games, but only got £10 of pleasure from them, and I don't intend to waste any more.

Andrew Amstradowner, Surrey.

Editor's reply: I suppose software houses do it because they're only human, and the answer is to read the reviews before you fork out your cash!

● Over here in New Zealand *C+VG* gets the red carpet for a very impressive magazine. Take November's issue, crammed with pages of all variety. And December's offering was nothing short of a fab. Planet of Doom was great and I'm looking forward to more adventures.

One thing has me a little confused though and that's is month's. It shocked me when I picked up the latest copy of *C+VG* and it read December and the month was April. Has someone sabotaged the *C+VG* calendar? Is it the same people who kidnapped Melissa R?

Anyway I thought December's ish was hot especially the competitions. Which reminds me. Is it possible for a person like me (and many others) who live so far away to enter your competitions? If so could you extend the closing date so our entries can reach the *C+VG* office? Hope this scroll reaches you in time for your January issue.

B. Struan, New Zealand.

Editor's reply: It's always great to hear from readers down under. I guess the problem of your issue dates is due to a combination of factors. Firstly we work so far in advance and, secondly, New Zealand. The December issue of *C+VG*, which is published during November in the UK, turns up in NZ in April. We can't really extend competitions dates by four months or so. I guess the answer is special competitions for overseas readers.

● Dear Sir or Madam (or any creature of the demon, giant, cat, robot or any other alien race that might happen to read the *C+VG* mail (no offence!).

There are two reasons for me writing this letter, but I'll just waffle a bit in between. Every month I read the adventure section of every mag on the shelf, and then I buy *C+VG* (and occasionally CU). Then I tear out the poster and hang it on the wall (I'll have to stick them to the

ceiling soon) and then I read the rest of the mag.

One thing drives me mad. When I see all these ads for all these games of a lifetime, but there is no Amiga version. How am I supposed to get all these games of a lifetime when there isn't a version for my computer? Why the *&/%$ D? are these petty 8-bit micros and the even pettier ST getting conversions from coin-ops, but the only micro which has a chance of being better than the coin-op is left out? An obvious example is *Garrison,* which at least equals the *Gauntlet* arcade, although I miss the speech, and the four player option.

Maybe the coin-op companies are afraid that when people see the amazing quality of the Amiga version, they won't play the coin-op any more, but will all go and buy an Amiga?

Enough of that. Now I can get to my two reasons for writing this letter. Firstly, I want to know what happened to Tim Metcalfe (not that the new Ed doesn't fill the gap). Was he sacked or did he resign, or did he just take his Conan wig and six-foot wooden sword and disappear into the sunset in search of Melissa Ravenflame?

Secondly, I wish to purchase old copies of *C+VG,* January, February and March issues of 1986, to be exact. Somehow, these issues never made it to my home country, Iceland, and my good friend there wants them to complete his collection. (Mine only starts with November '87, his somewhere in '85).

DJ,
Edinburgh.

Editor's reply: It's a shame about Amiga conversions, DJ, but things are picking up. The basic rule for software houses appears to be they produce games for the machines which are in the majority. Yes, Tim has gone off in search of Melissa. He's just come back from yomping around New Zealand. But Miss R wasn't there. For Back Issues of *C+VG*, you must write to Computer+Video Games, EMAP Frontline, 1 Lincoln Court, Lincoln Road, Peterborough PE1 2RP.

● I think there should be a separate part of *C+VG* dedicated to programmers (or those willing to learn). As you may have noticed, no other magazine on the market gives Spectrum listings or tips. Instead of having one small book of programs every four months or so, I believe you could boost your sales by having a monthly supplementary black and white, pull out section with hints and tips on basic and M/C programming.

Struan Robertson, Oban.

Editor's reply: I'm afraid we've given up publishing listings for nearly a year now. I can't remember any of our readers protesting. However, if enough people write in saying they'd like listings or programming hints we'll think about it.

● I am the lucky owner of a fab MSX. Why, I want to know, do the software companies not take much notice of this machine. In my opinion, and a few other people I know who own Commodore 64's, the MSX has better sound and graphics then the 64, so software manufactures takes not of this letter and check out this macho machine.

Enough of that, now the *C+VG* review. I like your mag and especially the reviews, but now a complaint.

In your Jan '88 issue you said next month there would be a special on the MSX.

Saturday morning approaches, I leave my house and jump on my bike, cycle five miles into the nearest town to collect the magazines. I leave the bike at the door of the shops and run inside, leave my money on the counter and grab the magazine.

I race home on my bike to read your magazine. I open the index to find out which page the MSX special is on. Shock, Horror. I begin to pull my hair out No special.

It's okay to make a few mistakes like articles on wrong pages, upside down pictures but this is the last staw. No article at all. Please explain why.

Finally *C+VG* is quite brilliant but please try not to make a mistake like this again, in the next issue please include the MSX special.

Dudley Colley,
Colvicklaw, Ireland.

Editor's reply: Sorry about the disappearance of the MSX feature. The truth is that we changed our minds at the last moment and decided we couldn't afford to give what is a minority machine, that amount of coverage. That's the truth, Dudley.

● I buy both *C+VG* and Commodore User. I think your mag is much better. The reviewing system is much fairer. CU is very stingy with it's marks. I think *C+VG* is far better in its layout with all the good games at the front and *C+VG* is far more varied in the games and machines reviewed.

One gripe, though. To enter one of your competitions you have to be able to draw well. It's not right. You don't have to be a great artist to like games or to want an Amiga or ST. Why don't you have more competitions centred on general knowledge? Can we have more free games, giant posters etc as well.

Oh yes, and which moron writes the replies to you letters. Tell me and I'll come and bash him for you. Print this letter or else, Eugene.

AM, Bolton, Lancs.

Editor's reply: Sorry about calling you, AM but quite honestly we can't make out your signature. You're wrong about the competitions. Most are NOT art ones. And you don't have to be a brilliant artist. Prizes have often gone to people who have good ideas rather than technical talent. Guess who writes the "Editor's replies". That's a bit of a clue isn't it? But, of course, it may not be true. I may not be the editor. I may not even be a he or she. Perhaps I'm an it. You'll never know. HA!

Mailbag

Out To Lunch

It's never easy being an investigative reporter – boozy breakfast meetings, boozy lunch times and heavy sessions in the pub in the evening take their toll on even the best of journalists. But John Minson's liver is made of sterner stuff and thim month he starts his new column on what is and isn't happening in the software industry . . . in between drinks, of course.

May – and once again it's time to spring-clean my software shelves. Which is when the terrible realisation hit me. Ninety percent of the programs I've collected over the past twelve months don't deserve to be loaded into anything more sophisticated than a cardboard box, to earn a few quid for Oxfam – which is the most useful thing they'll ever achieve!

I can remember, back in the mists of computing pre-history (ie five years ago), when we used to marvel at every new release. **Space Invaders** flew in from planet **Psion** and we gasped. How we laughed when Horace went skiing.

So what if they look creaky nowadays?

But there was another factor, which is probably even more important – new games were fairly rare occurences in those days!

Recently two new publishers have joined the throng of companies spewing out product. If **Exocet** hasn't torpedoed itself with its singularily tacky name it may launch (sic) some classics. It's aim (sic) is to produce at least six to eight quality titles a year. I'll hang fire (sick) until I've seen it, but the main selling point of its first ST release, **Foundations Waste,** appears to be nice graphics rather than innovative gameplay.

Mandarin also promises to put quality before quantity, using respected progrmmers such as Level 9, though the reappearance of Bubble Bus's perennial arcade adventure, **Starquake,** hardly bodes well for originality.

Products from these two new players will flood into an already saturated marketplace. More labels, titles, versions, units. In 1988 success is judged more by sales than the ability to thrill. The computer software industry is suffering from diarrhoea and, not surprisingly, much of what pours out is far from fragrant.

How can it be? If you're pledged to produce so many games a year, building up to a massive dump at Christmas, in the hope that you'll drown the competition in noxious brown waves, how can you afford to develop a game which does something totally new?

There's little enough time to grind out the standard bill of fare. So you stick to the tried and trusted route, looking for inspiration in the arcades. Ignore the fact that the full-size machine had 16 bit graphics and a moving seat. You'll do it in mono on the Spectrum and the punters can saw half-an-inch off their chair legs to get the motion.

Never miss out on a big licence. **1941, 1942,** et al wowed them at coin-ops so get your name down early for 1946. It's only later you realise the war ended in '45.

Okay – so what if you do miss out on the license to **WEC Le Mans,** for example? After all, only one company can get the chequered flag. Simple! You rush out a clone – and you do it at double speed, to beat the official version.

According to software agent *Jacqui Lyons,* who represents some of the country's best authors, it can take two and half man (or woman – this is a non-sexist column) years to write a big game. But how many software houses can afford to wait that long. So the limited number of programmers are pushed flat-out to produce, produce . . . rather like battery hens.

▲ *Matt Bielby out to lunch with his mum!*

Then, if all the competent coders are tied up, you resort to those who are less dependable, in the knowledge that the odd duff game will be quickly forgotten in the flood.

By now the poor old software houses should be running for cover if the words of an angry journalist meant anything. Either that or they'd be lobbing the odd shell back in my direction. But – and here's the real shocker – it's not entirely their fault! No – it's yours and mine!

Well, okay – not exactly yours and mine but . . . err . theirs! And who are they? Well, 'they' are the people who don't buy the clever games, the different games, the innovative games that make people of taste and discernment (ahh – now that is you and me) go 'Hey! Wow! Oooh-oooh-oooh!' when we see them.

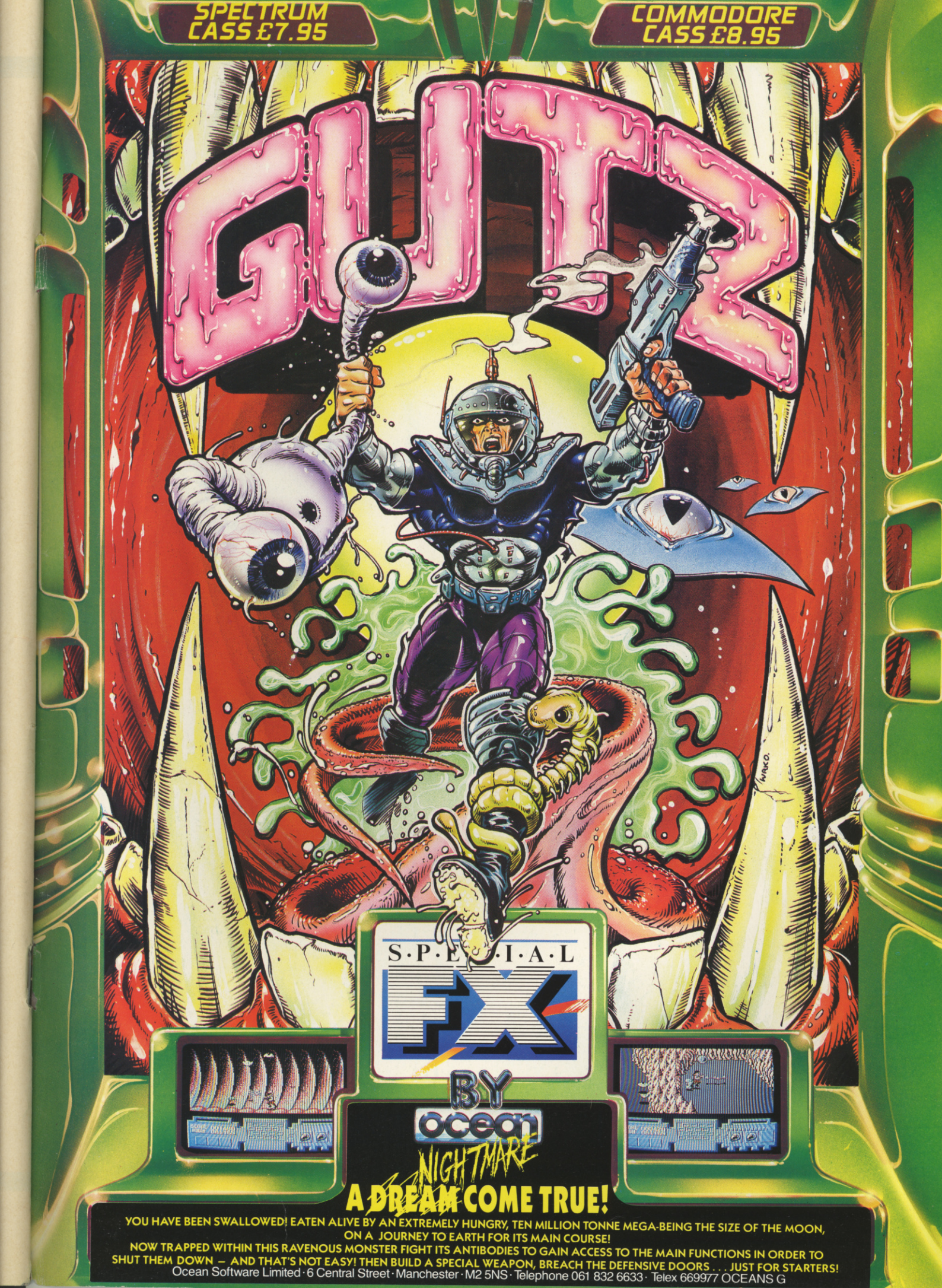
'They' are the people who carry on buying the dross even though, after so many dodgy tie-ins, they should smell the cynical stench of quick-buck exploitation immediately. This is not a perfect world and if you let people rip you off, they won't hesitate to do so!

Eventually though, the world will wise up. They'll say, 'Enough! I don't want another scrolling shoot 'em up!' And they'll stop buying the dross. Which will sink the volume publishers unless they can adjust to quality might quickly. Now, as we all know, nature abhors a vacuum, and into this black hole or bankruptcy will flow . . . the Americans!

I'm not saying that Stateside software is better than British. It's not even as good much of the time. But look at the best of it and you realise that the spirit of experimentation is not dead. Whether it's something as quirky as **Little Computer People,** as clever as **Maniac Mansion,** or even a superlative card playing program like **Card Sharks,** which caters for would-be poker and blackjack pros like never before, there's a feeing of freshness about it.

It's not that we've not got the talent to produce programs of this quality – it's just that we use it the wrong way! It's either tied-up in the low-end of the market or it does what music supremo **Rob Hubbard** did – goes over to work in the States with EA.

So if we want to bring back the magic to British software, all join in, on the count of three . . . 'We don't need another hero . . .' At least not one who's made up of pixels!


SPECTRUM
CASS £7.95
COMMODORE
CASS £8.95
GUTZ
S·P·E·C·I·A·L
FX
BY
ocean
NIGHTMARE
A DREAM COME TRUE!
YOU HAVE BEEN SWALLOWED! EATEN ALIVE BY AN EXTREMELY HUNGRY, TEN MILLION TONNE MEGA-BEING THE SIZE OF THE MOON, ON A JOURNEY TO EARTH FOR ITS MAIN COURSE!
NOW TRAPPED WITHIN THIS RAVENOUS MONSTER FIGHT ITS ANTIBODIES TO GAIN ACCESS TO THE MAIN FUNCTIONS IN ORDER TO SHUT THEM DOWN – AND THAT'S NOT EASY! THEN BUILD A SPECIAL WEAPON, BREACH THE DEFENSIVE DOORS . . . JUST FOR STARTERS!
Ocean Software Limited · 6 Central Street · Manchester · M2 5NS · Telephone 061 832 6633 · Telex 669977 OCEANS G

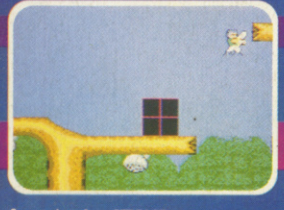
BIONIC COMMANDOS™

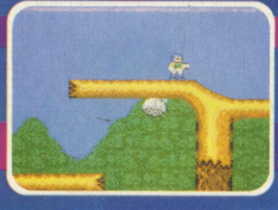
GO!

CAPCOM™

CBM 64/128	9.99c 11.99d	ATARI ST	19.99d
SPECTRUM	8.99c	AMIGA	24.99d
AMSTRAD	9.99c 14.99d	IBM PC	19.99d

GIANTS OF THE VIDEO GAMES INDUSTRY

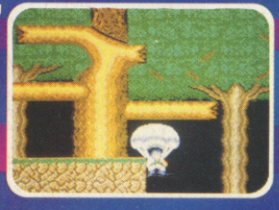


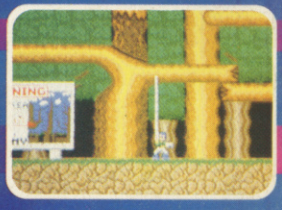


Ten years have passed since the devastating war when the enemies secret Zargon missiles destroyed our civilization.

The only hope we have of regaining our home world and re-building our lives lies in the hands of our elite force of Bionic Commandos. With their telescopic limbs, sophisticated weaponry and bionic power they must infiltrate the enemy bases, destroy the deadly foe and neutralize their doomsday weapons.

Your skill and their bionic powers are our only hope .....





Screen shots from ATARI ST version.

GO! Media Holdings Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388

CAPCOM U.S.A., Inc. © 1987

COMPUTER
+VIDEO
GAMES
BARBARIAN · II
THE DUNGEON OF DRAX